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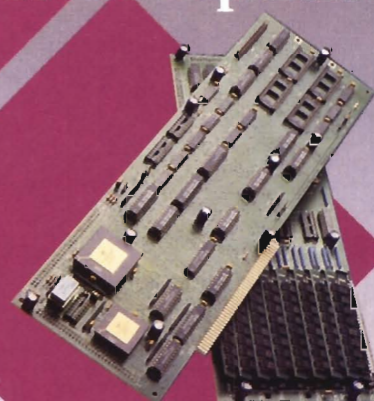
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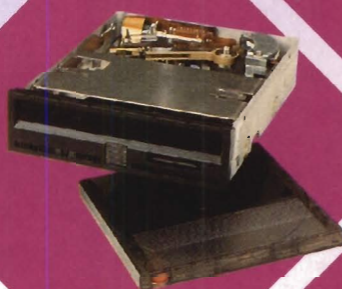
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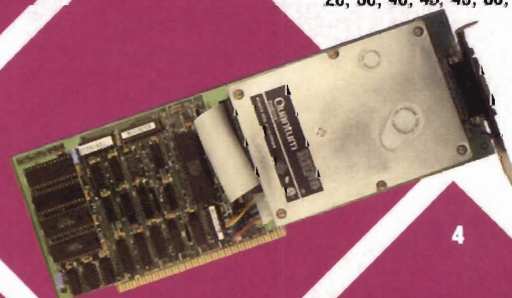
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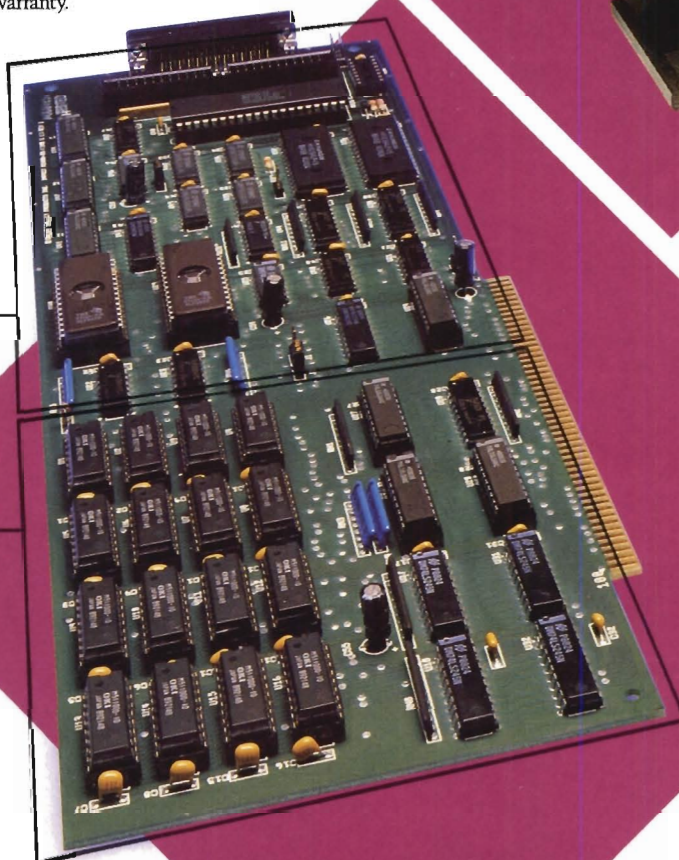
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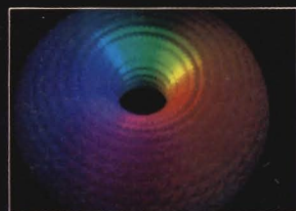
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# AC's GUIDE *To The Commodore* AMIGA

## SOFTWARE

### Entertainment 41

Games, games, and more games. Adventure games, strategy games, arcade games, puzzles and more!



### Desktop Video 96

Making professional-looking videos at home.

### Utilities 118

The little stuff that pulls it all together.

### Miscellaneous 121

All the incredible stuff you won't find anywhere else.

### Education 71



Learning can be fun. Take a look at educational programs from biology to typing; or learn a new foreign language.

### Music 100



Explore the sound of music with Amiga sound software.

## HARDWARE

### Accelerators 128

Fast, Faster, Fastest...Boost up your Amiga to the desired speed.

### Graphic Arts 80



The Amiga's forté! Animation, CAD and paint programs.

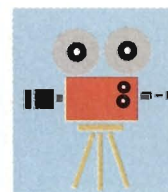
### Business & Home Productivity 105



Do all your business and home planning with the latest accounting, database, spreadsheet, and finance packages.

### Video 129

All the hardware to get you started in video, from digitizers and frame buffers to genlocks and TBC's.



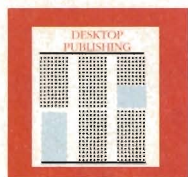
### Word Processing 111

Professional-looking letters at your fingertips.

### Drives 133

Buckle up and catch the speed!

### Desktop Publishing 91



All the anything that's fit to print.

### Programming 113



Languages, compilers, debuggers, tutorials and utilities for programmers to program to their hearts' content.

### Memory Expansion 145

Improve your Amiga's memory, give it a shot of RAM.



# CONTENTS

## Miscellaneous Hardware 148

Clocks, chips, computer systems, expansion chassis, monitors, printers and more!

## BOOKS & TAPES

159

Everything  
from  
programming  
to video.



## ACCESSORIES & SERVICES 163

## PUBLIC DOMAIN 201

An up-to-date list  
of the Fred Fish  
Disk collection  
plus Amazing  
and Amicus  
disks.



## DEPARTMENTS

### Editorial 6

### Indexes

### Product Index 166

### Products by Vendor 173

### Index of Advertisers 192

### Freely Redistributable Software 241

### Amazing Computing Back Issues 245

### Vendors 181

## ARTICLES

### DeskTop Presentation 8

*by John Steiner*

Use presentation software to prepare for  
your next public appearance.

### ROM Kernel Reference Manual: Includes & Autodocs 13

*by Gerald Hull*

A look at Addison-Wesley's *ROM Kernel  
Reference Manual*.

### Masterpiece Font Collection 16

*by Barry Solomon*

A review of AROCK's *Masterpiece Font  
Collection*.

### Decisions, Decisions: A Look At Six Amiga TextEditors 19

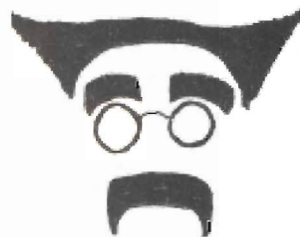
*by John Palmer*

John researches and compares six text  
editors.

### Why An Amiga? 29

*by Jeff Kerschner*

Jeff takes a  
humorous  
look at  
why to  
choose an  
Amiga.



### Your Family Tree 31

*by Dana Cadman*

A review of MicroMaster's *Your Family  
Tree*.

### Vidbiz! Doing Business in Amiga Video 35

*by Steve Gillmor*

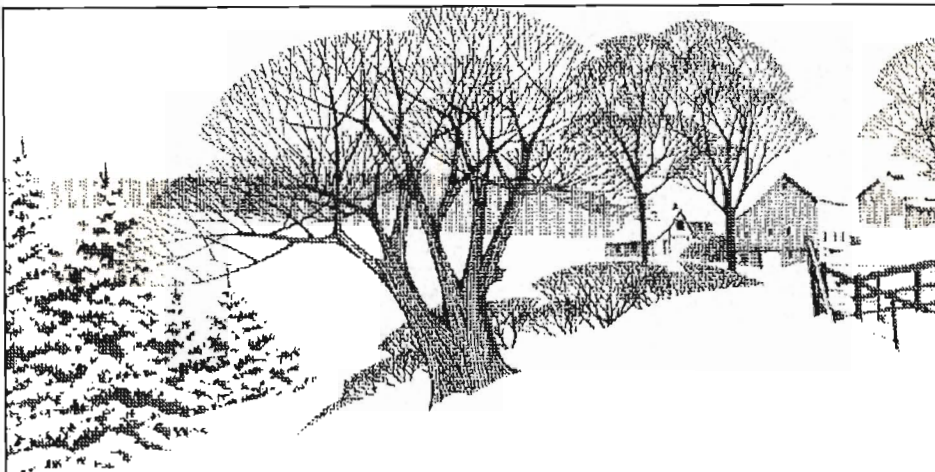
"The business presentation market is  
emerging as a major arena for Amiga  
video."

### Software Shelf Life 39

*by Mike Hubbart*

Not all programs must be resigned to the  
bargain bin after three months!





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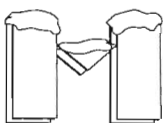
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# A New Publication Created for a New Amiga Market

## ***From The Editor,***

First of all, I want to welcome you to the first issue of *AC's GUIDE to the Commodore Amiga*. Sure, this is not our first Amiga product guide, but it is the first under its own title and logo. It is also a milestone for the Amiga community in another way.

## ***Over 2200 Amiga Products***

This issue contains over 2200 Amiga product descriptions. This is an increase of almost 30 percent over the issue we presented last spring. This means more than 500 new products were created for the Amiga during the past summer. This is a period which is considered by most market analysts as a slack time for computer products.

These new product introductions have not only increased the number of applications available for the Amiga, they have added new directions for the Amiga. Directions such as the multi-level approach to authoring systems created by the introduction of CanDo, VIVA, and UltraCard. Each product provides a different aspect to intelligent instruction at a different price level. Each is individual in its construction, yet, together they offer a wide range of opportunities to the Amiga user attempting to create a learning system or specialized instruction program.

This is only one of the many directions Amiga developers have pushed the Amiga in the past few months. With over 500 new programs and peripherals, the Amiga is advancing very rapidly. Yet, it is easy to forget the accomplishments made by Amiga developers who have improved their Amiga products over the last few months.

Many of your favorite programs have added new features and special enhancements through upgrades or new versions. Improvements have been made in almost every field of Amiga applications. From telecommunications to graphic arts, the Amiga has enjoyed some very important improvements.

---

What do new products, improved products, and better marketing mean? It means Amiga owners are enjoying the best time they have ever had with their computer.

---

## ***Commodore Markets The Amiga.***

Finally, the most sought after improvement in the Amiga has arrived. Commodore Business Machines has made a firm commitment to market the Amiga. As I write this, Commodore is officially announcing their new print and television media campaign.

As always, this section of the magazine is the last to be completed and the rest of the issue is already at press. However, this time I have an excuse. I wanted to say thank you to Commodore Business Machines for putting together a marketing campaign of at least the same caliber as the vendors who have produced products for the Amiga.

If the announcements I have read and the snatches of film I have seen are demonstrated to the public as they have been promised, we will finally have a computer non-Amiga owners will recognize and want. CBM has promised a set of commercials which capture the inspiration and excitement of the Amiga. They have used names such as George Lucas, Matthew Robbins, Tommy Lasorda, The Pointer Sisters, and even Little Richard.

## ***Exciting Times,***

What do new products, improved products, and better marketing mean? It means Amiga owners are enjoying the best time they have ever had with their computer. There are more choices and the promise of even more advanced products to come. We created *AC's GUIDE* to track the explosive development of the Amiga. These advancements make this more important than ever.

Sincerely,  

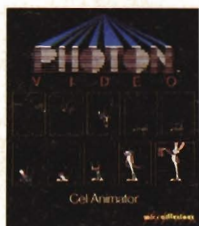

Don Hicks  
Managing Editor

PS. If for some reason, you discover an Amiga product not listed in this Guide, please contact us immediately. Our entire effort in producing *AC's GUIDE* was to create a document which would contain every product available. If it's for the Amiga, we want to list it.



# PROFESSIONAL QUALITY ANIMATION AND VIDEO POST PRODUCTION FOR THE AMIGA COMPUTER!

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### Photon Video Cel Animator



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### Photon Paint 2.0



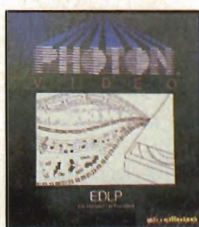
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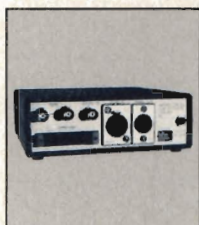
### Photon Video Transport Controller

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### Photon Video EDLP

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Using The Amiga In

# Desktop Presentation

by Bug Bytes' Author John Steiner

**T**hrough the relatively new application of desktop presentation, the Commodore Amiga has become a major player in a relatively specialized market: the generation of still and video images for lectures, seminars, and other presentations in which graphics are useful. Although desktop presentation is also populated by several IBM and Macintosh products, the Amiga is more than equal to the task. It can provide high-quality images for color slide creation, as well as interface with video equipment far less expensively than its major competitors.

In the next few pages, I will explore some reasons why you should use presentation software to prepare for your next public appearance. I will also demonstrate how you can apply several techniques to produce color slides from your Amiga screen. You will find that the process is

relatively simple and inexpensive. I use DeluxePaint III when creating most of my presentations, and either DeluxePaint III or DeluxeProductions when displaying the slides for video recording and making exposures.

## **Why use visuals?**

You can use visual presentations to improve the overall appearance of your lectures, seminars, and meetings. Visual aids help to organize the program for your audience, while graphic images provide them with visual cues to accompany your audio. The use of presentation media helps to create a professional atmosphere in which you can deliver your presentation with maximum effectiveness.

Visual aids improve the effectiveness of your presentations in many ways. Studies have shown that a speaker who uses visuals can complete a given presentation

in 28% of the time it would take without them. More importantly, audience retention of the material presented has been shown to increase by a phenomenal 500%! People responsible for planning proposals or sales presentations will appreciate the fact that approval rates rise 43% when visual aids are included. This information alone should be a powerful incentive for you to incorporate visual aids into your presentations.

With the Amiga, you can generate several types of presentation media, including—but not limited to—the following:

- Overhead transparencies
- Photographic slides
- Slide/tape multimedia presentations
- Computer-generated slides and sound
- Video slide shows (still or animated pictures) with sound

## **Creating visual aids with the Amiga**

DeluxePaint II (from Electronic Arts) is an excellent tool for the creation of quality presentation slides. DeluxePaint III adds to productivity by providing very capable animation capabilities. Here are some techniques to help you get the best results when generating slides with either version of DeluxePaint. Most will work with any paint program:

*Use high resolution (640 x 400) whenever creating color slides for projection.* Remember, images have their pixels enlarged many times when projected. As a result, HAM-mode digitized pictures, which look great in video presentations on a monitor, do not project well from a slide. The combination of a larger pixel size (320 x 400) and many different pixel colors



*Badger Air Brush never looked better: desktop presentation techniques used for logo enhancement.*





creates a rough-looking projected image. Use slides shot in HAM mode only for special effects.

*When planning to do videos or slides, use overscan mode to generate as large an image as possible.* To work on a picture from DeluxePaint II which is larger than 640 x 400, select Page Size from the Pictures menu and set it to Full Video (704 x 480). Remember to paint underneath the menu and behind the visible screen. DeluxePaint III can be operated directly in overscan mode by choosing Overscan from the Screen Format menu. If you are using DeluxeProductions, I suggest limiting your page size to 672 x 444. Despite what its manual says, DeluxeProductions has problems with screens larger than this.

*Use fonts specially designed for high-resolution mode.* Low-resolution fonts are too blocky, and the pixels are too large for satisfactory projection. Choose at least a 40-point font for headlines, and at least a 20-point font for subheadings. Font sizes smaller than these will be very difficult to read from a distance. Color fonts, such as those from KARA, are especially useful in presentations.

*When creating the slide, keep the text in the center of the screen display.* This positioning ensures that the camera will pick up the whole image area when you photograph the slide.

*If you plan to photograph the screen, make sure your rectangles do not approach the edges.* Since the screen is curved, straight lines near the edges will appear curved on the finished slide. Although attempts may be made to make the curvature

less noticeable, projection magnifies it. Precautions you can take to minimize the effects of screen curvature will be discussed later in the article.

*Keep the brightness of all your slides roughly the same.* In doing so, you will minimize the need for exposure adjustments when you take screen photographs. However, don't let this rule keep you from being creative.

*If you plan to photograph the screen, use a display program that works in overscan mode and can display all of your image at once.* Many programs display an over-scanned image, but can only show a 640 x 400 image at any one time.

*For the best color slides possible, use the Polaroid Palette with Amiga interface from Liquid Light.* If

you do not mind a \$2,500 investment in high-quality output, you can't do any better than the Polaroid Palette. It removes curvature distortion and will even automatically display and expose up to 36 color slides unattended. If you cannot justify such a large

investment, you can still generate excellent color slides by photographing the Amiga screen display directly.

### ***Photographing the Amiga screen***

I went through several rolls of film before finding the right combination of techniques for directly photographing the screen. The procedure I am about to describe requires a single-lens reflex camera and a tripod. While not necessary, a telephoto lens is recommended.

As noted earlier, screen curvature can be a problem when you are trying to display rectangles. I have found that using a telephoto lens helps to compress the depth of the image, making screen rectangles appear with less curvature. A zoom lens is especially useful, since you can set up your camera at a distance and use the zoom to frame the picture as close to the edges as you desire.

Avoiding the use of parallel lines near the extreme edges of an image also helps to minimize the effects of screen curvature.

If you are using neither a telephoto nor a zoom lens, you may need a closeup lens if your camera will not focus at close

---

*The Amiga is a powerful graphics engine, and you can take advantage of these presentation techniques to enhance your meetings and seminars.*

---



range. Since the lens will be stopped down, the depth of field should be great enough to eliminate any problems. Regardless of your lens type, be prepared to move the tripod back and forth until you find the optimal screen-to-lens distance.

When setting up your camera, take care to center the screen image in the viewfinder. Also, make sure that the center point of your camera lens lies along the vertical plane passing perpendicularly through the center point of the screen. Even a slight misalignment will be apparent when the finished slide is projected.

Room lighting—or lack of it—is important. Shoot your photos in a darkened room to avoid unwanted screen reflections. If you are unable to darken the room fully, use a blanket or some other barrier to keep outside light away from the

screen. Covering the top of the monitor is not enough; you need to shield it on all sides.

Another way to minimize curvature requires a little more work. Basically, horizontal lines parallel to and within an inch or so of the bottom of the screen can be drawn as curves with a very slight downward arc. Experimentation with several sample drawings and a roll of film should help you determine exactly how much arc to use to compensate for the curvature of your monitor.

My first attempt at screen photographs was a total failure. I followed the advice of Kodak and others who recommend an exposure time of 1/30 of a second when shooting a screen display from a television. I tried several shutter speeds ranging from 1/125 to 1/15 of a

second, and all exhibited either dark or white bands in the processed slide. At these speeds, the camera could not grab exactly one complete scan.

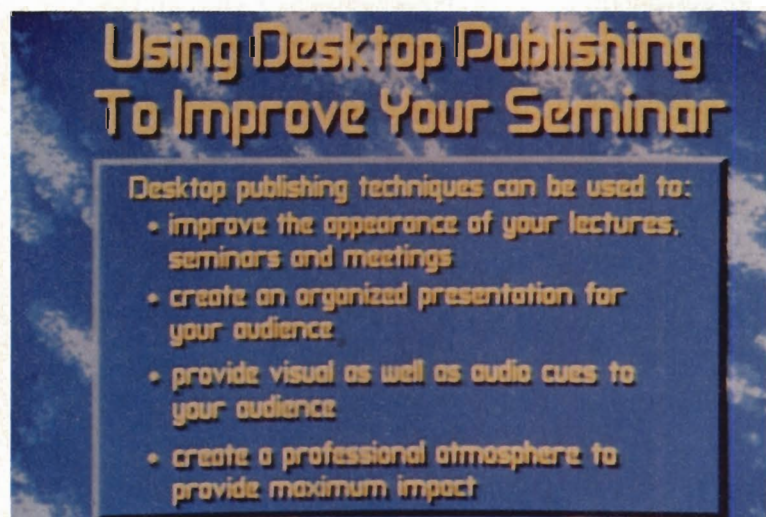
After several trials, I finally discovered that I could achieve excellent results if I used a sturdy tripod and exposed for one second with ASA 100 Ektachrome film. I also had success with an exposure time of 0.5 seconds. To keep the lens stopped down, however, I opted for the longer exposure time, thus increasing the depth of field. By the way, the technician at the photo processing shop recommended that exposures be made for no longer than one second. He warned of a possible color shift and change in effective ASA at slow shutter speeds. Also, when making an exposure, use either a cable release or set the self-timer to trip the shutter so as to minimize the chances of the camera being bumped or shaken.

Once your equipment is set up, shoot a test roll to determine the best F-stop for your camera and the accuracy of your viewfinder. Create a test slide with several concentric rectangles drawn with a thick brush. Take the first three pictures of this slide on your test roll—one at the setting the meter indicates is best, then one stop above and one stop below the recommended stop. Do this again with another image representing a typical slide that you might create for your presentation.

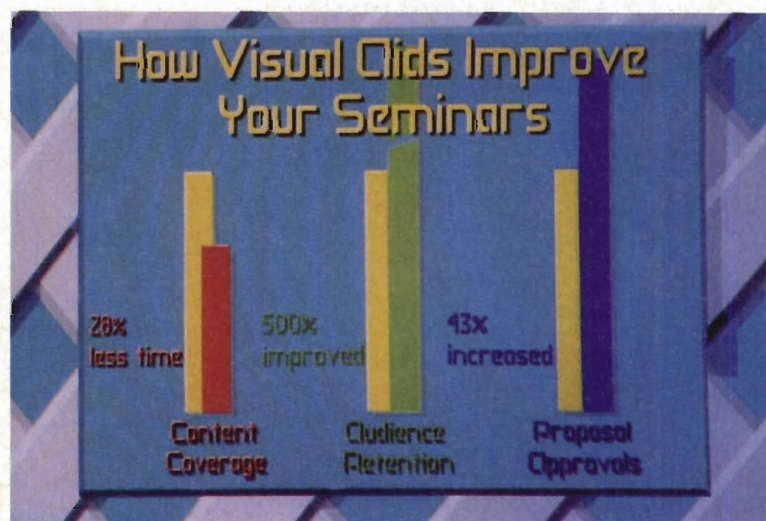
Most cameras will show less in the viewfinder than will appear on the final slide. Here again, your test roll will come in handy. Frame the test slide carefully in your viewfinder to be sure the largest rectangle is just visible at the top and bottom of the slide. You should be able to see space to the left and right of the largest rectangle, since 35mm film is wider than a screen display.

Measure the exact distance from the camera lens to the screen and write it down. Next, move in with the camera until the left and right vertical lines of the second rectangle are just visible in the viewfinder. Again, measure and record the exact distance from the camera lens to the screen. Repeat this procedure for the third rectangle. From this series of exposures, you should be able to determine the precise lens-to-screen distance for the best image fill.

If you are using a zoom lens, it is much easier to perform the above operation with your test slide. The tripod doesn't need to move; you only need to note the distance from the lens to the screen and the corresponding zoom factor for each exposure.



*Box in a box: desktop presentation techniques used to show how desktop presentation can be used to improve your seminars...*

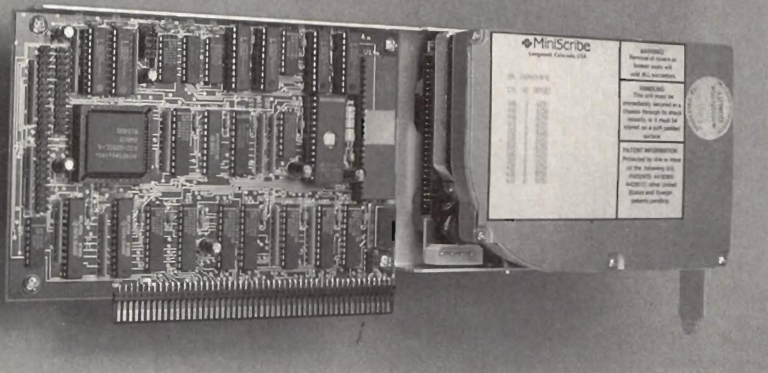


*...and how visual aids can improve audience response and content coverage.*



# HardFrame/2000

## The Super-Speed, DMA, SCSI Hard Disk Interface for the Amiga® 2000



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The HardFrame/2000 photo shows the product with a MiniScribe twenty megabyte hard disk installed. Hard disks are *not* included in the purchase price of HardFrame. Note that if placed in the first slot, HardFrame uses only one slot even with a disk attached.

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## When to Use Visual Aids

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To save time and money on your test film, shoot a color print film with the same ASA as the slide film you plan to use. You can get a 12-exposure 35mm roll, and when you take it for processing, have it developed only; it's cheaper than doing the slides, and you can view the negatives on a slide viewer for verification of best quality. While slides often take overnight to process, you can get a roll of print film developed at a one-hour photo processor.

Now that you have your test film, and have determined the best setting for your slides, you can begin photographing the slides you made for your presentation. Make sure you keep an eye on the exposure meter for every exposure. If your test showed that you get the best results at one stop above the recommended F-stop, be sure to keep the setting at that point. Darker images will require more exposure than bright images.

The process should go quickly once you begin shooting. Be sure that the slide show program you use makes the mouse pointer invisible. I have a few slides in which the pointer got in the way. It occurred to me that the pointer could be used

in some slides, if you take several exposures of the same slide, moving the pointer to a different position between each exposure. This would be a quick way to highlight several points on a single topic.

When you get your slides, you may find that you have mispositioned the camera slightly, and your slides have the telltale shape of the edge of a display screen. Don't curse and run out to buy another roll of film. Find your embossing label maker and cut off just enough of the tape to cover the top or side of the slide. Carefully place the tape to cover the curved edge. You will have to do this carefully, as it will be very noticeable in the projected slide if the tape is not straight. You can also buy silver tape for this purpose at your photo store, but you will have to remove the slide from the mount, and remount it when you are done.

When you set up your presentation, keep the projected image as small as practically possible for the size of your room and the size of your audience. When you project an image, you are projecting its weaknesses as well as its strengths, and when it comes to photographs it seems everyone is a critic.

The Amiga is a powerful graphics engine, and you can take advantage of these presentation techniques to enhance your meetings and seminars. With a little practice, you will be projecting a professional image in no time. Good luck with your presentations!

•AC•

### Products Mentioned

DeluxePaint II  
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DeluxePaint III  
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DeluxeProductions  
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All three produced by:  
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San Mateo, CA 94404  
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Inquiry #347



Addison-Wesley's

# ROM Kernel Reference Manual: Includes & Autodocs

by Gerald Hull

## Invasion of the Killer Docs III

From the very start (way back in 1985), sets of enormous softcover 8 1/2" x 11" manuals have been the backbone of Amiga software development. There have been three waves of these definitive killer documents.

The first was released by Commodore at the launching of the computer. The "Amiga Technical Documentation" consisted of the *DOS Users Manual*, *DOS Developer Manual*, *DOS Technical Reference Manual*, *ROM Kernel Manual* (Volumes 1 and 2), *Intuition Manual*, and *Hardware Manual*.

The second wave appeared in mid-1986, published by Addison-Wesley, though still written by the Commodore technical staff. The three DOS manuals were released separately, combined into a smaller format spiral book called *The AmigaDOS Manual*. So the technical reference series itself consisted of the *ROM*

*Kernel Reference Manual (RKM)*, reorganized into an Exec volume and a Libraries and Devices volume, and the *Intuition* and *Hardware* manuals.

The third release is now upon us, once again a collaboration between Addison-Wesley and Commodore. The ROM Kernel material has again been reorganized, this time into a volume called *Includes and Autodocs*, and another called *Libraries*

*and Devices*. However, now the latter includes the Exec and Intuition material as well. A third volume, the *Hardware Reference Manual*, will complete this latest wave of official Amiga technical documentation.

## Includes and Autodocs

The first of this new, definitive Amiga technical reference series to be released is the 768-page *Includes and Autodocs* portion of the RKM. As its title indicates, it

contains the .H (C) and .I (assembler) include files, and summaries of all the library, device, resource and linker functions that make up the Amiga operating system software.

The Addison-Wesley text contains the latest, official, 1.3 version of these files and summaries. The book is mostly in the condensed format that characterized the earlier releases of this material: sheets of print-

out reduced and printed sideways, two on a page.

The include files are the familiar listings of symbol and structure definitions that you get with commercial assemblers and compilers, and are invoked by nearly every program listing:

```
#include <exec/types.h>
#include <graphics/gfx.h>
```

```
#include <hardware/custom.h>
#include <hardware/blit.h>
```

...

<and so on>

These files represent the *lingua franca* of the Amiga: the language that allows programmers to communicate with its hardware and software innards.

The autodocs are UNIX-like descriptions of the modules comprising the system software. Carl Sassenrath, a member of the original group of software designers, describes their genesis in his recent book, *Guru's Guide To The Commodore Amiga: Meditation #1—Interrupts*. They were a product of the early need for an easily updated, accurate body of documentation:

Whenever a new Kernel function was created, a comment in a standard form was placed immediately before the function in the source code. Every few weeks a special program would scan all source files and produce a document by extracting the function comments.

A simple example illustrates the form these comments take:

### NAME

CloseLibrary — conclude access to a library

### SYNOPSIS

```
CloseLibrary(library)
A1
```

```
void CloseLibrary(struct Library *);
```

### FUNCTION





# Let us have it...

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AC is continually searching for all articles on the Amiga. We are searching for technical articles and everyday solutions. We enjoy game reviews and your insights into the latest compilers. In short, if it is Amiga related or of interest to the Amiga community, we want to publish it.

For a free copy of AC's Writer's Guide, please write to:

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Or call 1-508-678-4200 and ask for a copy.

This function informs the system that access to the given library has been concluded. The user must not reference the library or any routine in the library after this close.

## INPUTS

library - pointer to a library node

## SEE ALSO

OpenLibrary

According to a random sample (it would take a week to check it all), this new Addison-Wesley version of this "automatic" documentation is identical to what Commodore provides on disk in the AmigaDOS 1.3 Native Developer Update.

Still, there are evident virtues in having hardcopy at one's disposal. I have a bad habit of printing out portions of this material during the course of development.

In the future, I will save myself a lot of paper, time, and ink by referring to this volume instead.

## But Wait: That's Not All

If this were all that this new book contained, you still might wonder if it's worth the \$32.95 list price. But "Includes

and Auto-docs" contains much more; indeed, it is quite similar to the original RKM Volume 2 in scope. In addition to the includes and a u t o d o c s there are major sections

featuring a sample device and sample library, a number of handy reference charts, and the latest release of the Interchange File Format (IFF) documentation. According to Bryce Nesbit, one of Commodore-Amiga's talented software engineers at the

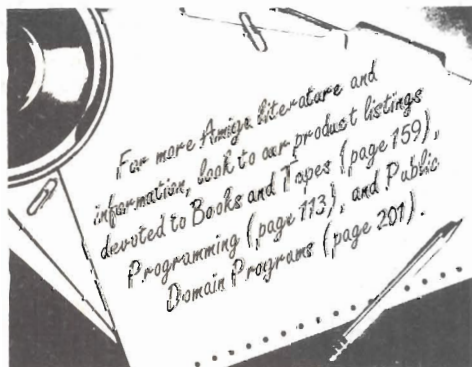
recent Developer's Conference in San Francisco, this latest version of the sample device has actually been run and tested, unlike examples in earlier volumes. The same presumably holds true for the sample library.

The different reference charts provide extremely useful summaries of different aspects of the include files, as well as additional information. There is a listing of the offsets of functions from the different library bases, plus register usage. For example,

```
##base _SysBase
```

```
414 $fe5c -$019e
CloseLibrary(library)(A1)
```

tells us that the address of the function we looked at earlier is at a -414 offset from SysBase. If you are analyzing an assembly language program and find a reference to 'ML\_NumEntries', another chart lets you look up the prefix to find out where it is defined:





ML\_ exec/memory.i

There is a cross-reference listing that will tell the C programmer even more about 'ml\_NumEntries' (note the change in case):

```
ml_NumEntries unsigned short int in  
struct MemList  
+0x000e exec/memory.h: *57
```

The '\*57' tells us that the term is defined on line 57 of exec/memory.h. In addition, there is a structure member offset reference chart, but for some reason MemList has not been included (Kodiak take note).

Finally, there is a hardware register map that tells us, for example, that "the custom chips must be addressed starting at \$DFF000, and lists the register offsets under 1.3. More detailed information, of course, is forthcoming in the *Hardware Manual*.

The IFF material includes the original technical specification, subsequent updates, and a brief "Introduction" to the philosophy behind the format. You will find the latest official FORMs and Chunks (as of November 1988). And there is complete source code for various IFF handling routines, including an assembler cmpByteRun1 encoding routine by somebody with a name like mine.

Some very helpful "General Development Guidelines" are listed at the beginning of the book. That a programmer should make sure that CTRL-C will always exit a program gracefully, returning all resources back to the system, is an example of such. Also, each of the different sections in the manual is preceded with a representative code example illustrating how to use the material that follows. Although usually quite brief, such examples can be crucial for the developer looking for a place to start.

### ***Humor and Complaints***

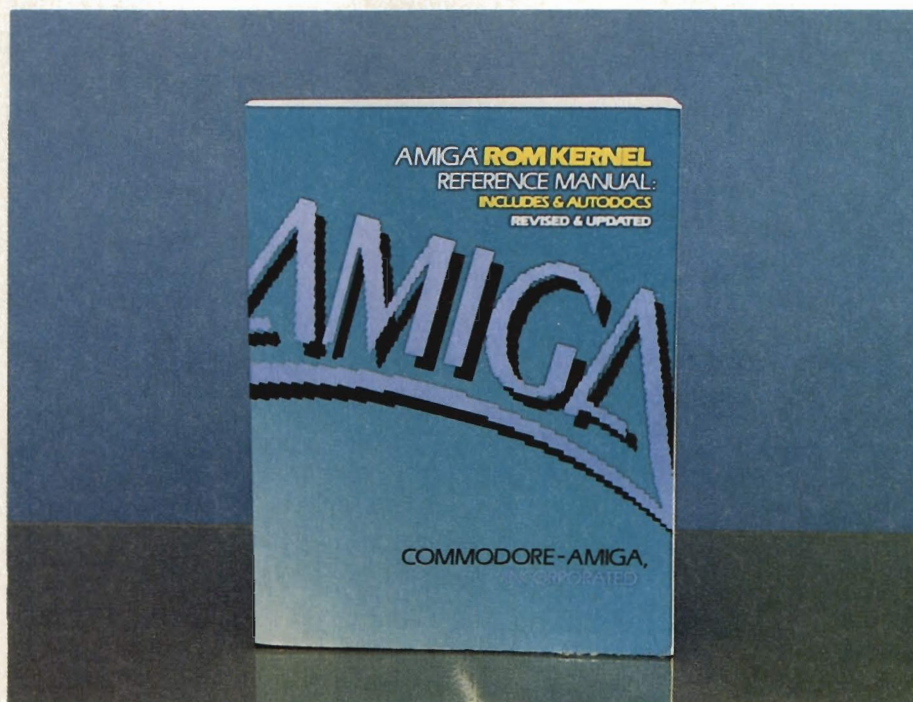
With this massive amount of material at hand, it would be odd if I did not have a complaint or two. Indeed I have two, but they are really quite minor. First, though you might easily gain the impression that this book contains all the autodoc, this is not true. It does not include the DOS library material, which (as mentioned earlier) is now handled separately by *The AmigaDOS Manual*.

Second, the alphabetical index of the autodoc material that concludes *Includes and Autodocs* is much less useful than it might be. This is one place where the

condensed format does not work very well. The function names are printed so small, and so far from the page references, that it is extremely hard to tell which goes with which. Furthermore, the page numbers provided are not for the specific function but the general section that contains them,

the definitive hardcopy reference for the fundamental elements of Amiga programming. You can measure your progress by how dogeared your copy becomes.

It is the first of a new three-volume release of definitive technical reference books written and authorized by Commo-



***Addison-Wesley's definitive hard-copy programming reference.***

so you have to do some additional searching before you can find the particular one you are looking for.

I conclude by saluting the sense of humor that surfaces here and there like gemstones amongst the nitty-gritty detail of this unavoidably ponderous documentation. By contrast, in technical works for a certain overlarge blue alternative, you would never expect to find things like "Horror! This function currently busy waits" (WaitBOVP) or, my favorite,

IDCMP . . . [is] Intuition's sole acronym, given in honor of all hack-heads who love to mangle our brains with maniacal names, and fashioned especially cryptic and unpronounceable to make them squirm with sardonic delight (OpenWindow).

### ***Catch the wave***

*The Amiga ROM Kernel Reference Manual: Includes and Autodocs* is a prerequisite for any serious programmer. It is

dore-Amiga, and published by Addison-Wesley. The 768-page paperback text is currently available at many computer bookstores at a suggested retail price of \$32.95.

The *Hardware Manual* (325 pages, \$23.99), will soon be available. And the second ROM Kernel Manual, *Libraries and Devices* (950 pages, \$34.95), is currently slated for release in November or December. The invasion has just begun!

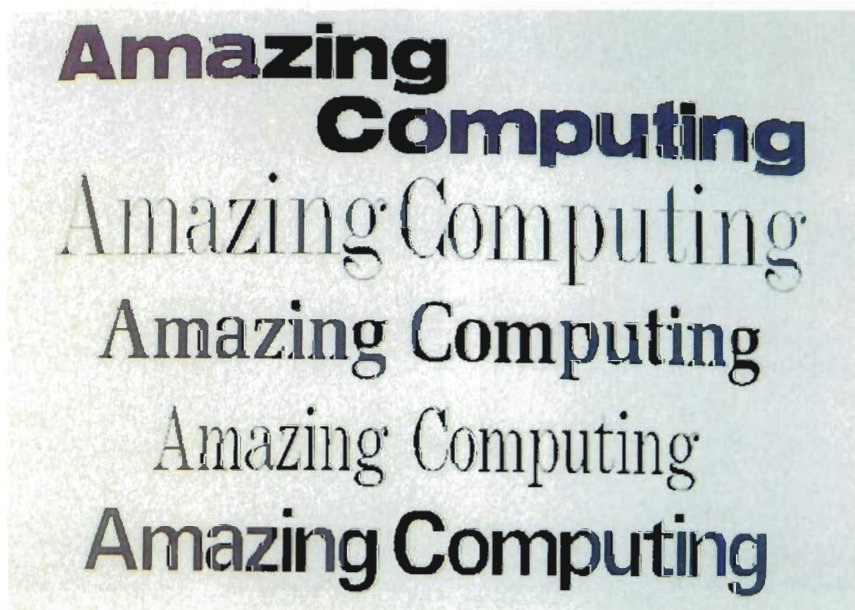
•AC•

**Amiga ROM Kernel Reference Manual:  
Includes and Autodocs**  
Addison-Wesley Publishing Co., Inc.  
Jacob Way  
Reading, MA 01867  
(617) 944-3700  
Price: \$32.95  
Inquiry #215



# MASTERPIECE FONT

review by Barry Solomon



**Top:**  
*Straight-ahead modern fonts*

**Bottom:**  
*Cursive-style fonts*

I'll be honest. I wasn't particularly thrilled with the idea of spending a weekend home reviewing a font set. My wife wasn't looking forward to my doing this either. Everyone knows there are a lot of font sets out there. What's left to write about them? Oh well, you know what they say in the video business: you can never be too rich, too thin or have too many fonts!

To begin with, this is the largest collection of fonts that I'm aware of. Its size alone is impressive. There are 110 different fonts, and, as their ad states, "this doesn't mean 10 sizes of 11 fonts. It means 110 different fonts." Then there are the Color-fonts. Colorfonts? That's right, ten of them on four disks. And the four disks full of borders. And the two disks full of brushes. And the utilities. Utilities? This is a font set? 20 disks full of dynamite stuff!

Like any good Amigan, I began by backing up the disks—a truly Herculean task in itself. While I was doing that, I read through the manual. The manual in this case is almost 200 8 1/2 x 11 pages. But don't panic. There are really only 5 pages to read. The rest are reference pages for the fonts and border sets.

## ***The manual***

The manual begins, somewhat ominously, with a heading entitled "Wavelength Calibration". Immediately I prepared all my test equipment, graphs and charts. As I read on however, I saw that it was just the author's way of introducing himself and trying to get the reader on the same wavelength for the instructions to follow. He then explains simply and concisely why this package was created and how to use it. Especially well explained are the utility programs included in the set.

## ***The fonts***

The fonts themselves are very well rendered. Although not anti-aliased (like



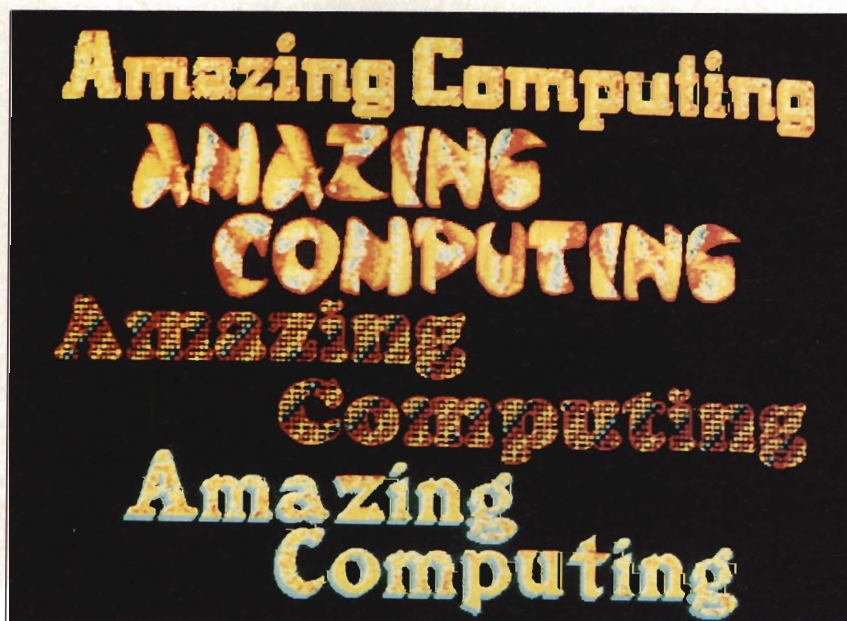
# PROFESSIONAL COLLECTION

the new Pro Video Gold fonts) most of them are more than clean enough for just about any video application, and all are hi-res. The majority of the fonts are huge. In many cases you cannot fit more than five or six letters comfortably on a line. This is fine though because, as the manual points out, it is far easier (and cleaner) to reduce the fonts than to enlarge them. Of the 110 fonts on the first ten disks, all of them include numerals and the majority include lower-case letters as well as upper-case. They also include all (or most) of the symbols that you find on the top row of your keyboard (with shift).

The styles cover a vast range from several versions of your basic Roman and Gothic styles to any number of modern and ultramodern styles. There are many script fonts and several calligraphy-like fonts as well. Many of the script-type fonts are designed so that each letter may be picked up as a brush and placed with other letters to achieve a continuous flow, just as if someone had written them. There are a few Oriental and foreign-looking fonts, a couple of M\*A\*S\*H-type stenciled fonts and even a Bedrock-type font (à la the Flintstones). One of my favorites is a very modern font that has each letter on a box. It looks just like a letter on a keyboard. There are also a few pattern-filled fonts which are very nice. All in all, most of the fonts look great and should prove very useful to the video (or aspiring video) pro.

## **Border sets**

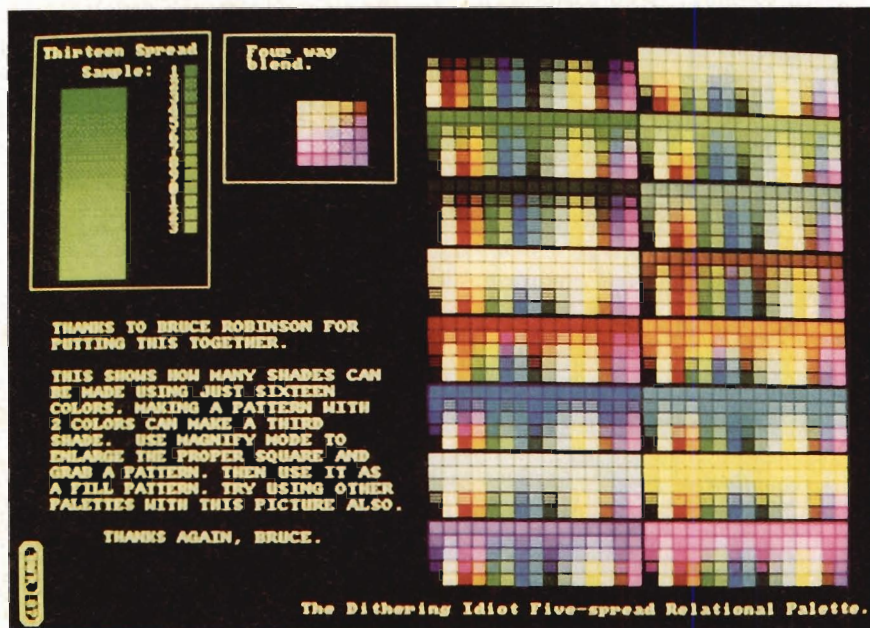
Disks 11-14 contain border sets. There are 141 border sets spread out over the same number of hi-res DPaint II screens. This clip art was all digitized from plates in a collection of borders belonging to a Mr. Wendell J.S. Krieg. They date from the early 1700's to the late 1800's. There are even some from the 1920's. These were scanned in and cleaned up by the author and are really something to behold.



**Top:**  
*Ultramodern fonts including author's favorite, "Button" (topmost)*

**Bottom:**  
*Four of the ten Colorfonts offered*





**Palette 360 shows the magic dithering patterns which will provide 360 colors on a 16-color hi-res screen. These patterns may be cut out as brushes and used as pattern fills.**

### Colorfonts

Disks 15-18 are the Colorfont disks. There are ten Colorfonts included with this set. The font styles are nothing spectacular but the coloring is quite nice. I would have included all ten in the photos, but each has its own palette so it's difficult to show more than one properly on a screen.

### Brushes and utilities

Disks 19 and 20 contain a number of brushes and some utilities. The brushes are varied and colorful and, with a little imagination, can be used to create tens of thousands of items and/or backgrounds. Obviously the author had plenty of imagination, not to mention patience and time.

There are three utilities on the last disk. The first is an ASSIGN fonts utility. As you probably know, programs which boot will usually only look for fonts on their own disk. (There are exceptions, such as the new Deluxe Paint III which will look for fonts wherever you tell it to.) The ASSIGN lets you tell your program to look elsewhere for fonts and will do this from the CLI or the Workbench.

The second utility in this collection is a directory utility which makes copying fonts from one place to another a breeze. This is an easy way to collect your favorite and most often used fonts in groups of your choice. You can put your favorite fonts of each type on their own disks to make life easier.

Last, but not least, is the Colorfonts utility. Most paint programs (again, DPaint III is an exception) will not allow the use of Colorfonts. This utility makes using Colorfonts as easy as double-clicking an icon. Then just make sure you have the correct palette and you're all set!

### The problems

Problems? There really aren't any. At least none that I found. Oh, sure, there were some things that could have been done just a tiny bit better, but not much. Things on my wish list (if this were a perfect world) include:

1. Lower-case letters on all fonts. Most have them, but all would be nice.
2. Showing the Colorfonts in the manual. (I know it's already 200 pages!) It would also be nice to have a listing of the palettes of these fonts.
3. All common symbols on all fonts, including Colorfonts. Since this is a "Masterpiece" Collection it would be nice to have some foreign symbols as well, at least for some common languages such as Spanish, French and German.
4. All 110 regular fonts are numbered. It would have been nice if they had been named. Even if they were named Spot or Rover, I find remembering names easier than remembering numbers.
5. Lastly, if it were a perfect world, all 110 fonts would be anti-aliased. But, as I mentioned, they are almost perfect anyway

and, as Scotty (of Star Trek fame) once said, "Aye, and if my Grandmother had wheels, she'd be a buggy."

To wrap things up, whoever gave this package its name didn't lie. It certainly is a Masterpiece of work and it's the most incredible Collection you could imagine! The only thing inaccurate about the title is that it's not just fonts. At less than \$2.00 a font with thousands of pieces of clip art and brushes and the utilities to make them all work, it's also one of the most incredible bargains I've ever seen in software. I honestly don't know how anyone could claim an interest in Amiga video and not own this set!

### Author's note:

I have to admit, I was so fascinated by this incredible collection that (much to my wife's displeasure) I spent an entire afternoon on the weekend following just checking it out again! Disks 19 & 20 of the set, which are labeled "Brushes" are not just brushes. I had only looked in the brush directories. There are seven full backgrounds on the two disks, six of which are just plain beautiful. You'll have to look (when you buy your sets) to see what I mean. The seventh screen addresses a topic that I had recently discussed with AC's resident artist, Brian Fox. The topic is the use of well placed dots to achieve a dithering effect, which can show many more colors than exist in a particular palette! This screen, unmentioned in the manual, shows various dot patterns in groups of four colors each. The total apparent colors on the screen (with a 16-color palette) is 360! Imagine, 360 colors in a hi-res interlaced picture. These may be cut up as brushes, colored from your own palette and used as (among other things) pattern fills. Check it out!

•AC•

**Masterpiece Font Collection**  
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Inquiry #241



Decisions, decisions...

# Six Amiga Text Editors Compared

by John Palmer

Which is the best Amiga text editor for my needs? I first began asking this question almost three years ago when the choices were limited, and I was in the market for a multiple-use editor that featured light word processing, light program editing and frequent startup-sequence changes. I recently resumed the search after several new editors became available.

During my initial search, I read Mark Edwards' article in *Dr. Dobbs' Journal* #109, November 1985, which evaluated and contrasted ten editors for the MS-DOS machines. It was well written and inspired this article. Edwards points out in his introduction that, beyond the basic functions, it is a matter of opinion what features an editor should offer. Because editors are so subjective and their users so fervent, it is difficult to establish any one as the "best". Like Edwards, I describe the features, strengths, and weaknesses of each editor; it is then up to you to select the editor that best fits your needs (and budget).

The editors I will examine will be those oriented towards programmers, with power and customization being the most important features. An ARexx interface would allow a programmer to set up an integrated development system with his choice of editors rather than the vendor's choice; all the reviewed editors support ARexx, except MEmacs, reviewed as a reference point, and PTE, which preceded ARexx. These are, in my opinion, the cream of the editors currently available. However, there are some noteworthy omissions (e.g., WordPerfect Library's text editor, and an Amiga version of VI, *steVie*).

## Table 1: Size

On a fully expanded Amiga, size may not matter. However, when working from a floppy-based system, or with only 512K, size may be the critical factor in choosing an editor since the compiler and other tools will need to share this space. All the editors described load the entire file to be edited into memory; with insufficient memory the file simply

cannot be edited. (A virtual-memory editor which pages text from disk as needed might be nice for those without much memory.) The table includes the smallest amount of memory used when the editor is empty and quiescent: i.e., smallest possible window or iconified as appropriate.

## Table 2: Documentation and Help

When learning to use a totally unfamiliar editor, a good tutorial helps im-

mensely (as do on-line help screens). A good index and good subject organization are usually appreciated most by their absence!

## Table 3: Editing Commands

Some editors have a command mode (similar to the CLI) where complicated commands (or macro command names) may be entered, while others offer only the edit mode where commands are entered by

Table 1: Size

	PTE 1.0	TxEt Plus 2.0	CEd Pro	UEdit 2.4h	DME 1.31	MEmacs (WB1.3 Extras)
A. size of program	198K	24K (1)	98K	83K	57K	63K
B. "full system" size: empty/test file	254/291K (6)	70/90K (2)	174/194K (164/184K) (2,4)	183/205K (2,14)	81/106K (2,8,14)	93/126K (100/133K) (4)
C. Smallest size (iconified etc) (5)	234K	70K	122K	148K	70K	70K
D. minimum memory	512K	? (1,2)	? (2)	(2)	—	—
E. file size limit	memory (3)	—	memory	memory	—	memory
F. maximum line length	254	256	1024	9999	?	? (9)
G. Returns all memory when quit?	N (11)	N (12)	Y	N (13)	Y	Y

Conditions: same as for Benchmarks.

### Notes:

1. TxEt Plus is only 23K in size, but requires the arp.library, another 14K.
2. These benefit from use of ARexx. The ARexx interpreter uses 32K bytes, if used.
3. The user can define the maximum memory used for editing.
4. Custom screen usage vs. Workbench window (note that MEmacs uses more as a window!).
5. Smallest memory usage possible: no files loaded, smallest window possible, iconified, or dormant (CEd) as appropriate.
6. Size using the CSrc.def (C-Source definitions). PTE seems to use memory inefficiently for each file loaded; (i.e., loading the 20K test file adds 37K to the memory used!).
7. First size is opened as its own screen (the default), the second is opened as a window on WB. This takes more memory for some reason!
8. Size using my 9K 'edrc' source (i.e., customization) file which added 5K to the program size; window opened to just under full size.
9. Only the first 80 characters on the line are shown.
11. Does not return 4 K when run the first time.
12. Does not return approx. 15K when run the first time. (This is probably the 14K arp.library being loaded.)
13. 24 bytes lost (may have been operator error!)
14. Arp.library, if found, will add 15 K.



Table 2: Documentation and Help

	PTE	TxEt Plus	CEd Pro	UEdit	DME	MEMacs
A. pages	109/218 (1)	50/67 (2)	98 (3)	161 (4)	18 (7)	27
B. table of contents	Y	Y	Y	Y	Y	Y
C. index	poor	N	N	Y	N	N
D. reference card	N	N	N	N	N	N
E. on-line help	poor	?	?	Y	?	—
F. tutorial	109-pp. Guide	?	?	on-line	?	—
G. print quality	good (5)	good (6)	good	good	—	good
H. binding	paperback	*3-ring*	*3-ring*	plastic spiral-bound	—	paperback

## Notes:

1. 109-page 'Guide to Operations', 218-page 'PTE Reference Manual'; each command and function listed alphabetically.
2. 50 pages for TxEt Plus seems sufficient (ARExx, used for the 'macro language' has its own docs); 67 pages for the accessory programs supplied.
3. The freely distributable UEdit comes with minimal documentation files on disk. Registration gives you choice of full documentation on disk, or full printed documentation for two different prices.
4. DME is freely distributable; documentation files are provided on disk.
5. TxEt Plus was typeset with AmigaTEX. Good print quality, but the manual pages and text are small.
6. Full-sized (8.5" x 11") pages with plenty of whitespace. Very readable, though awkward to keep around.
7. One chapter in the manual for the "Enhancer" package (1.3 upgrade). Documentation for other implementations of MEMacs may be useful.

Table 3: Editing Commands (Cursor Movement, Inserting, Deleting)

	PTE	TxEt Plus	CEd Pro	UEdit	DME	MEMacs
A. modes	Command&Edit	Command&Edit	Edit	Edit	Command&Edit	Command&Edit
B. cursor movement	full	full	full	full	full	full
C. deletion	full	partial (1)	full	full	partial (1,2)	partial (1)
D. block movement	Yes	Yes (1)	Yes (2)	Yes	Yes	Yes
E. reconfigure keyboard	Yes (3)	Limited (4)	Yes (5)	Yes	Yes	Limited (6)
F. reconfigure menus	Yes	Yes	No	Yes	Yes	No (7)
G. extensible	Yes	Yes (8)	Yes (8)	Yes	Yes	Yes
H. ARExx support	No	Yes	Yes	Yes	Yes	No

## Notes:

1. No feature for columnar text mark/delete/copy/paste.
2. Text mark affects whole lines, no partial line or column features.
3. Cannot reassign alpha keys (i.e., "a", shift-"a") to some other purpose.
4. Menu commands can be invoked by (right-Amiga)-Key sequences; additional (control)-key sequences can be added. (Check documents to clarify!!!)
5. The function and keypad keys (with qualifiers none, Alt, Control, Shift, or any combination) and the main keyboard (with qualifiers Alt, Control, or combination) may have macros assigned. (Multiple-key macros can be assigned, useful to emulate other editors such as MicroEmacs where the (control)-x,(control)-d sequence deletes a line).
6. MEMacs can bind keys to functions, set keys to keyboard macros (i.e., have F10 playback (control)-x, (control)-f (which saves files and exits)).
7. Sources for versions of MEMacs (a.k.a. MicroEmacs) abound, a determined MEMacs user could customize a version to taste.
8. TxEt Plus and CygnusEd Pro have no built-in command language. Both can have all of their menu-selections and other commands invoked by an internal or external ARExx program, using ARExx for the control and decisions.

key combinations and function keys in addition to the Amiga menu selections. The ability and extent to which the keyboard and menu definitions can be altered may be important; several of these editors may be totally reconfigured to the extent of emulating a familiar editor. (VI and WordStar emulations are available for at least one of these editors).

Table 4: Search and Replace

Searches from the current cursor position backward may be useful, as well as pattern matching with wild cards. Regular expressions don't seem to have made it to these Amiga editors yet.

Table 5: File and Window Management

The number of files and/or windows the editor can manage, as well as file backup and access to Amiga-DOS commands from within the editor. File-save spooling (which only UEdit seems to offer) is listed here as well.

Table 6: Text Formatting Commands

Some word-processing features may be helpful, especially for maintaining comments within code. Automatic or manual control of line indentation can be useful in maintaining well-structured code. Creating and maintaining the documentation for your program will be easier with a text editor that doubles as a word processor.

Table 7: Printing

Does the editor wait for printing to be complete before continuing, or is print spooling implemented? Can a selected part of a file be printed?

Table 8: Undo

Most users would consider the ability to undo deletions necessary. The ability to undo other changes would also be nice, but, as Edwards notes, may eat up memory and slow performance.

Table 9: Keystroke Macros

The ability to repeat a sequence of commands by assigning the sequence to a single key can be very useful; if these macros can be saved and reloaded for future use, the editor can be easily customized.

Table 10: Macro Language

A full macro language can make complicated tasks automatic, as well as allow for extending or customizing of the



editor. If the editor uses ARexx as its macro language, you will not have to learn "yet another" programming language if you already know ARexx.

#### Table 11: Error Handling

Saving a file to an empty disk drive, or a disk with an error or insufficient room, can be frustrating if the editor does not handle the error nicely. The logic that saves changed files when quitting the editor are in this table as well.

#### Table 12: Benchmarks

Speed may not be everything, but slow screen updates will be annoying as will the inability to move quickly through a file. Loading time for the editor and the speed with which it loads files may be important as well (generally smaller editors will also load quicker). The speed with which macro language programs execute will become important if used frequently. Note that editors with a built-in macro language will execute programs (a.k.a. scripts) much quicker than ARexx versions (a pending release of ARexx is believed to be three times faster than the current version). Balance the faster execution time against the learning curve for a new language and its primitive debugging features compared to learning ARexx. The optimum might be a combination: both a built-in language for routine scripts and ARexx for the occasional more complex script.

#### Table 13: Other Features

Is it possible to easily edit non-printable codes imbedded in text (or even non-text files)? Several of these editors support the command sequences for printers that will ease enhancing printed text. Support for end-of-line conversions is appreciated when editing text or code from or for another machine.

#### Table 14: Overall Evaluations

My subjective evaluations of these editors; some of these are explained in the editor-specific comments which follow.

#### Editor-specific comments:

##### MEMacs

This is the version distributed with the 1.3 Enhancer upgrade package. Its review will serve as a reference point available to all Amiga users. I came to appreciate its strengths (mainly speed) after months of looking it over. This version has a few bugs; I've managed to crash it by quickly resizing the window; and one or

Table 4: Searching and Replacing

	PTE	TxEd Plus	CEd Pro	UEdit	DME	MEMacs
A. search backwards	Y (1)	Y	Y	Y	Y	Y
B. query replace	Y (6)	Y	Y	N	N	N
C. wild cards	N (7)	Y (4)	partial (5)	Y	N	N
D. regular expressions	N (2)	N (5)	N	N	N	N
E. wild cards in replacements?	N (4)	N	N	N	N	N
F. undo replacements?	Y (3)	N	N	N	N	N

#### Notes:

1. Backward search does not work in my version.
2. PTE does not have wild cards or regular expressions, but will allow multiple searches and search-and-replace operations at one pass (i.e., find PTE or CEd in this text).
3. PTE can undo the last change, if the cursor is on the changed line.
4. CEd Pro has a single wildcard; if enabled, asterisk ("\*") will match any single character. Replace will respond to the asterisk only as a literal replacement, not as a wildcard.
5. UEdit can search for two strings: single character ("?") and multiple-character ("\*") wildcards are allowed, as is an "all-but" string (i.e., Sm?th\$Jones~Smythe would match Jones, Smith, Smyth, Smithe, but not Smythe (dollar sign "\$") is the either/or delimiter, tilde "~" is the all-but delimiter).
6. After replace, UEdit searches for next occurrence, allowing interactive search/replace. "Replace all" can also be selected.
7. TxEd Plus has a single wildcard, "?", which will match any single character.

Table 5: File and Window Management

	PTE	TxEd Plus	CEd Pro	UEdit	DME	MEMacs
A. number of buffers or files	30+ (1)	1 (2)	10	20-100 (4)	1	? (8)
B. number of windows	1	1 (2)	10	8	? (5)	? (8)
C. access to AmigaDOS commands	Y	Y	Y	Y	Y	Y
D. optional backup	Y	Y (8)	N (3)	Y	N (7)	Y
E. file-save spooling	N	N	N	Y	N	N

#### Notes:

1. No "max number of files" specification in manual. Never ran out of room in use. During this portion of the review, loaded up all the tables, test texts, review text, etc. (and their \*.state\* files), total 31, without encountering a limit or problem (on a 2.5 meg system).
2. TxEd plus allows one window, one view of one file. Multiple invocations of TxEd Plus (by CLI, icon or the menu item "More TxEd") are allowed and encouraged by its small size. This produces an independent TxEd Plus, but since it uses the Clipboard, text can be copied/deleted/inserted from one file to another easily.
3. Rather than leaving earlier version of files around as backups, CEd Pro can do "safe saves": write file under temporary name; once successfully completed, delete the old version of the destination file and then rename the temporary file to the destination name. This is a toggle-able option. AutoSave will prompt you to save your work at time intervals you specify, since your least recent unsaved change.
4. UEdit has 100 buffers. The freely distributable version allows 4 files; the registered version allows the user to set the maximum number of buffers allowed for files (default is 20). Buffers above this are "work buffers"; the standard configuration uses buffers above #35 or so for various purposes.
5. DME opens truly separate windows for each file allowing full vertical and horizontal resizing and placement, or iconifying (tiny window), unlike most of the others which merely divide the window horizontally. Each window views only one file; several or all can view independent copies of the same file.
7. No provision for backup (unless you write an ARexx command).
8. Not specified in Enhancer manual.
9. Four levels of backup, from none to backup with version numbers.



Table 6: Text Formatting Commands

	PTE	TxE <sup>d</sup> Plus	CEdPro	UEdit	DME	ME <sup>m</sup> acs
A. tab setting	variable	Y (2)	variable	variable	Y (2)	Y (2)
B. line length (right margin)	Y	Y	Y	Y	Y	Y (3)
C. left margin	Y	N	N	Y	N	Y
D. centering	Y	N	Y	Y	N	N
E. word wrap	optional	Y	optional	optional	optional	N (3)
F. auto-indenting	selectable (1)	manual	optional	optional	manual	manual
G. reformat paragraph	Y (3)	Y	Y	Y	Y	N
H. pagination	N	N	N	Y	N	N

## Notes:

1. PTE has macros and configurations to select autoindent or to indent new-paragraphs as specified in the margin settings.
2. Allow setting tabs "every N positions".
3. Word-wrap did not seem to work for me. Right margin allows setting length of visible text (max 80 characters); entire buffer can be left-justified to the left margin.

two other ways in the short amount of time I've worked with it. It utilizes the mouse and menus fairly well. It has two features I do not like: it shows only 80 characters of text on a line, and text marked for operations is not visibly marked. Text beyond the 80-character mark is not lost, it just cannot be viewed or easily edited. Text is marked for operations such as copy and delete in a fairly straightforward manner, but the invisibly marked text seems to make it easy to delete the wrong text.

Keys can be redefined (including multiple-key sequences such as control-X,n for goto-next-window), the editor can be customized, although the lack of a

macro language or ARexx interface makes it less powerful than the other editors reviewed.

**Professional Text Engine 1.0**

PTE is the editor I settled for several years ago. Its strengths include speed, the rich -in programming language (lacking only numeric variables and operations), good use of the Amiga interface (including mouse and mouse buttons) despite its MS-DOS heritage, the ability to mark text in three ways with consistent operations for marked text, some word processor functions, and multiple file buffers. All of the menus can be customized as can most key definitions. Several sets of definitions can be kept around; PTE configurations for various languages and general document preparation are included, each of which may easily be customized further.

Its weaknesses are its large size, lack of an ARexx interface, lack of a file-requestor, inability to view the multiple file

Table 7: Printing

	PTE	TxE <sup>d</sup> Plus	CEd Pro	UEdit	DME	ME <sup>m</sup> acs
A. print spooling	N	Y (1)	Y (2)	Y (3)	N	N
B. print active file	Y	N	Y	Y	N	N
C. print marked area	Y	N	Y	Y	N	N

## Notes:

1. TxE<sup>d</sup> Plus prints the ClipBoard contents; spooling is implemented if there is available memory.
2. Printer spooling Implemented: Amiga escape codes implemented. CEd Pro print function allows specifying the number of characters to indent, effectively the "left margin" of the printout.
3. UEdit handles printer spooling of multiple files. Printer control codes are implemented.

Table 8: Undo

	PTE	TxE <sup>d</sup> Plus	CEd Pro	UEdit	DME	ME <sup>m</sup> acs
A. undo deletions						
1. character	Y	N	N	N	Y	N
2. word	N	N	Y	Y	Y	Y
3. line	Y	Y	Y	Y	N	Y
4. block	N (1)	N (2)	N (3)	N (3)	N (3,4)	Y (3)
B. undo other commands	N	N	N	N	N	N

## Notes:

1. PTE's "undo" command toggles the last changed line as it was originally and as it is after changes (typed text or line deletions). It specifically does not undo changes caused using the mark functions.
2. TxE<sup>d</sup> Plus has delete line/undelete line commands, as well as the usual cut/paste block commands.
3. The word/line/block delete/undelete functions place previously cut text at the current cursor position. More a cut/paste function than an undo.
4. DME's limited undo function restores changed text on a line, but will not work after moving to another line.

buffers simultaneously, and poor manual organization added to the learning curve; the manual was complete but the lack of a good index makes it difficult to find specific information. The use of a custom font for the help screens made these difficult to print for off-line reference.

PTE's biggest drawbacks are its large size and the inefficient use of memory for files being edited, which make it difficult to edit one large file (or several smaller ones) on a 512K machine. The publisher has no plans to update this editor, which is a shame, for it outshines the other editors reviewed in certain aspects.

**TxE<sup>d</sup> Plus**

TxE<sup>d</sup> Plus may be the apotheosis of PTE: small and compact with a terse command set. It has a decent manual and was



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easy to learn and use. It has no word processing functions to speak of. TxE<sub>d</sub> Plus v2.0 had several bugs (insert/overstrike mode at startup bug, selecting empty "User" menu crashed system) which were fixed by a freely distributable patch made available on the national networks, and should be corrected in the update due RSN. The menus are customizable, but macro key commands are confined to the predefined Amiga key shortcuts and control-key combinations. Support of ARexx is excellent and transparent; a demo version of ARexx is included so you can begin to use it for macro commands immediately. TxE<sub>d</sub> Plus is bundled with the crippled ARexx and full ARP, BlitzDisk (floppy and hard disk cache), FastFonts, and a function key definition program FunKeys.

TxE<sub>d</sub> Plus is not perfect: macro commands can consist of only one menu

Table 9: Keystroke Macros

	PTE	TxE <sub>d</sub> Plus	CEd Pro	UEdit	DME	ME <sub>macs</sub>
A. "on the fly" (record & playback sequence)	N (1)	N	Y (2)	Y (3)	N	Y (3)
B. save and restore	—	—	Y	Y	Y	Y
C. pause for user	—	—	N (4)	N (4)	N (4)	N (4)

Notes:

1. PTE keys can be easily redefined from the command line. A macro could be used to implement this, but would likely be awkward.
2. CEd Pro asks which key or (multi-key sequence) to learn a macro sequence for.
3. UEdit and ME<sub>macs</sub> allow only one macro-sequence at any given time. UEdit allows you to save and load this sequence, ME<sub>macs</sub> does not.
4. None of these have a command to pause for user input within a keystroke macro, except for file requestors.

quicker macro execution. Even for these users, because of its small size and the relative value of the additional software included, I recommend this editor for installation on your WorkBench disk. This makes it handy for quick or minor edits of files (such as that ever-changing startup-sequence) where another editor might be overkill (and too large to fit).

### CygnusEd Professional

I have had ambivalent feelings about CEd Pro since I purchased the program a year ago. It has some really nice features, but some of them are implemented in unfamiliar ways...not necessarily better or worse, just different! Some examples: the menus (except for the Install DOS/ARexx Command section) cannot be customized. There is no command line as in most of the other editors I have used; I occasionally found this inconvenient. ARexx (or AmigaDOS commands) are issued by installing them in a submenu dedicated to this (the keyboard shortcuts for these are the function keys) or defining them as a macro. I had difficulty accepting this as a proper way of implementing an ARexx interface, but I am finally beginning to appreciate it.

Table 10: Macro Language

	PTE	TxE <sub>d</sub> Plus	CEd Pro	UEdit	DME	ME <sub>macs</sub>
A. model	?	ARexx (1)	ARexx (1)	?/ARexx	?/ARexx	none
B. full conditionals	Y	—	—	Y	Y	—
C. numeric variables & operations	N	—	—	Y	Y	—
D. "on the fly"	N	—	—	N	N	—
E. ease of use for simple macro	good (2)	—	—	fair (3)	good (2)	—
F. ease of use for complex macro	fair	—	—	fair	fair	—
G. speed of creation for complex macro	poor	—	—	?	?	—
H. macro debugging	poor	—	—	good	?	—
I. macros compiled?	N	—	—	Y	N	N

Notes:

1. ARexx supplies the conditionals and other aspects of a macro language for these editors.
2. Simple macros can be entered on the command line, complex ones can be executed or assigned from a text buffer.
3. No command line to enter simple macros on. Macros can be executed or assigned from a text buffer.

command, unless this is a CLI command or ARexx program. ARexx macros take substantially longer to execute than macros in an embedded macro programming language; see the benchmarks. Only one file may be edited or viewed; but multiple copies of TxE<sub>d</sub> Plus may be run easily due to its small size. Only one type of text marking exists: the type PTE calls character-mark. Columns of text are not easily manipulated.

I suspect some users will feel they need a more powerful editor, or one with

Table 11: Error Handling

	PTE	TxE <sub>d</sub> Plus	CEd Pro	UEdit	DME	ME <sub>macs</sub>
A. disk error recovery	poor (1)	?	?	?	?	?
B. abandon edit confirm	Y	Y	Y	Y	Y	?

Notes:

1. CEd Pro offers "RecoverCEDFiles", a program to recover files IN COMPUTER MEMORY (not on disk) that had not been saved when a system crash (and reboot) occurred.



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Table 12: Benchmarks

	PTE	TxEd Plus	CEd Pro	UEdit	DME	MEmacs
A. loading itself and test file and move to line 436 (seconds)	42	10	15 (3)	17	11	12
B. writing test file and backup (seconds)	14	10 (4)	10	13	7 (9)	9
C. simple search and replace (seconds)	6	30 (2)	36 (5)	6	10	3
D. change ASM comments to C comments (seconds)	13	255 (4m15s) (2)	94 (1m34s)(5)	12 (10)	20	6
E. stripping comments (seconds)	12	132 (2m12s)	41 (5)	8 (10)	6	3
F. scroll top to bottom of file	<2,17 (6,7)	<2,17 (6,7)	<7,10.28 (6,8)	<2,3,7,17(6,8)	<3,17 (6,7)	7.26

Conditions: Boot with WB1.3 standard issue; open Shell, 'RUN' from floppy df1; with CLI command, test file is a well-commented pseudo-assembly file (500 lines, 20K) (CEd) Pro tests done with WB1.2; see text).

## Notes:

2. TxEd Plus updates the screen periodically, which is reassuring but slows things down considerably. Benchmarks D and E were performed by an ARExx script.
3. No documented way to start a macro when starting CEd from the CLI.
4. CygnusEd Pro has a 'safe save' option, which does not leave a backup copy around.
5. Times are for keyboard macros repeated 500 times, which quit when the search character is not found (end of file). CEd updates the screen for each change. (ARExx versions of these benchmarks compare to those for TxEd Plus).
6. Each text editor has a different strategy for quickly scrolling through a file. CEd Pro boasts "turbo-scrolling", which is much faster than one can read. The other editors allow quick travel without the ability to see the text as well.
7. Paging versus 'line-at-a-time' scrolling.
8. CygnusEd Pro has three different text scrolling speeds.
9. DME does not directly backup. However, this should be easily done with a macro.
10. Done with a "learned sequence" of keystrokes, repeated by the "cycle counter" function, which counted 324 times for both iterations!

CEd Pro allows you to assign a string (or group) of commands to a macro key (and allows multiple keystrokes to be defined as a macro key). This method of performing the "delete assembly comments" benchmark ran very quickly, compared to the ARExx method. I'd been unimpressed with the ARExx version of this benchmark (which compared to TxEd Plus's time), but the macro version was quite acceptable.

CEd Pro allows multiple views of a file (changes in one view are shown in the other); multiple copies of a file to be edited independently (if desired); and multiple files to be edited. CEd Pro may be operated as a window on the WorkBench screen or on a screen of its own. If you wish, CEd Pro can be kept dormant, or resident, on exiting, to be restarted by a hot-key sequence or a special program. While it closes all files, this can be handy. Other neat features include variable speed text scrolling (controlled by the mouse position or cursor key combinations); input requestors are

brought up at the current mouse pointer position for convenience; most or all of these requestors have keyboard shortcuts for their gadgets. The ads for CygnusEd Pro stress its speed; it is fast, but see Table 12 for comparisons.

CEd Pro has several bugs: the search and replace function did not work in the reverse direction, and exiting CEd Pro

under AmigaDOS 1.3 crashed the system. Apparently only the version distributed at the Chicago AmiEXPO suffered this problem; I resent that I was not notified by ASDG when the problem was discovered. Hardly a bug, more of a missing feature is the lack of wildcard or pattern matching in its file requestors (for instance, list all files ending with ".review").

**DME 1.31**

DME is a freeware (no fee charged) text editor by Matt Dillon. Source code is available if you wish to add your own features. It is thus the most customizable of all the editors reviewed. One user/programmer (Kim DeVaughn) incorporated the ARExx interface into it. DME continues to evolve.

Flexibility: at first glance, I thought DME ignored the mouse: clicking the right mouse button iconified DME instead of producing the expected menus. As distributed, no menus are defined. After reading the manual, I found that it does respect menus if defined; I quickly added a few menu items. All the usual key-qualifiers plus the mouse buttons (all three) can be used in key definitions. All the remaining keys can be defined with the qualifier keys (singularly or in combination) except where Intuition (or another program) uses them. DME can use the ARP file requestor if the arp.library is found.

DME supports multiple configuration files and has the word-processing features I need (left-margin, etc). DME handles one file per window, but allows multiple windows of independent size to be open. Cutting and pasting of text between these windows works fine. A few minor bugs exist. I was able to crash the system with a configuration file with which I had not previously had a problem. The other bugs are trivial and will likely be fixed in newer versions.

Table 13: Other Features

	PTE	TxEd Plus	CEd Pro	UEdit	DME	MEmacs
A. ability to edit non-printable codes (i.e., HEX mode)?	N	Y	N	N	N	N
B. get value of char under cursor?	N	Y	N	Y	N	N
C. create printer commands	N	N	Y	Y	N	N
D. convert end-of-lines?	Y	Y (1)	N	Y	N	N

## Notes:

1. TxEd Plus has a "Strip ETC" command to remove carriage returns and "some other control characters".



## UEdit 2.4b

This is a "user-supported" program-mable commercial text editor; the freely distributable version is crippled by allowing only a limited number of files open at one time and the inability to customize its operation. On registration, you receive the latest fully functional version of UEdit with a unique serial number. You also receive a freely distributable version to put your serial number on and distribute. For each user registering with your serial number, you receive a \$15 commission: the author has made you part of his sales force. For the three levels of registration, your documentation varies: \$25 gives you the command language docs on disk; \$44 adds the user reference manual on disk, and \$47 + \$3 shipping gets you a bound, printed user reference manual. Various accessory programs (such as a spelling checker) are optional, and you receive automatic notification of upgrades. Upgrades are promptly available from the author, as are bug fixes. The latter are also available on the networks as patches to current versions, providing very fast responses when problems are found.

This editor has some very nice features: the version reviewed can use the ARP file requestor (if the arp.library is found); it can iconify itself to unclutter the screen without losing the edited files; it has an ARexx interface; and is very easily (and fully) customized. Two independent text marks are available (highlight and invert). One macro, or sequence, of user actions can be learned by UEdit; this sequence can be saved to disk for later use and other sequences loaded, with only one active at any given time. You cannot edit this learned sequence, but you do not need to learn the command language either. UEdit also has a "teach" mode, where it shows the key definition when a key is pressed; this can be a once-only event, or a mode (exited by left Amiga-escape), handy for getting acquainted with the key definitions. The Help key will load in the help file if available.

UEdit has a compiled command language, with a complete set of control structures (do, while, if..else, and goto statements), numeric (and text) variables, simple math functions, support for all the keys including both mouse buttons (up AND down) which can be appreciated only by getting the full printed documentation (which is nicely done). It has a full set of features including my most-wanted word-processing features (left margins, as well as right, paragraphing, page break and page

Table 14: Overall Evaluations

	PTE	TxEd Plus	CEd Pro	UEdit	DME	MEmacs
A. price	\$100	\$80	\$100	\$50 (1)	free	\$25 (2)
B. discounted	Y	Y	Y	N	—	Y
C. ease of use	fair	good	fair	fair	fair (3)	fair (11)
D. documentation	fair	good	fair	good	good	fair
E. editing power	excellent (4)	good	good	good	good	fair (5)
F. formatting power	excellent	good	good	excellent	good	good
G. translating power	good	good	good	good	good	good
H. file handling	good (6)	good	good	good (7)	good (7)	poor (8)
I. macro power	excellent (9)	fair	fair	excellent	good	poor (10)
J. speed	good	fair	fair	good	good	excellent

### Notes:

1. Price varies according to your level of registration: from \$25 to \$50 for full printed manual, a must for serious users.
2. Price of "Enhancer Software" package for WorkBench 1.3 (owners of newer machines will find this included).
3. The version I downloaded had no menus defined; pressing the right mouse button iconified the editor. For some time, I mistakenly believed DME to have no menus available.
4. Once comfortable with it, PTE offers the ability to manipulate text as characters, lines, or columns, including a "sort lines by the text in the column" feature I have not found elsewhere.
5. MEmacs text marked for operations is not visibly marked, which I am not comfortable with.
6. The lack of file requestors was initially unsettling until I adjusted to PTE's method of bringing text into a buffer named ".directory", where a double-click loads the file or brings in that directory as appropriate.
7. The addition of the ARP file requestor have made them much easier to use.
8. I miss a file requestor in this editor.
9. Full conditionals, lacking only numeric variables and numeric variable operations.
10. No conditionals, variables etc.
11. The keyboard sequences for various operations is not easily memorized. Someone already familiar with MEmacs will find this version easier to use because of the mouse-driven menus.

numbering). The key and menu definitions as shipped are immediately useable, although many users will want to make at least minor changes.

This editor uniquely provides both print spooling and file-save spooling (for those of us who do not enjoy waiting as a long file is saved) if you have sufficient memory.

UEdit's default configuration allows 20 files to be edited. This can easily be changed to 30, more if the definitions are changed to avoid conflicts. (Of 100 buffers, those above #30 are used for work buffers: i.e., save/replace text, deleted text, etc.)

Several people have distributed their macros that integrate UEdit into their programming environment or emulate editors they were already comfortable with, including WordStar and Scribble!

UEdit's support of ARexx is not as useful as it might be. It is easy to send text or a filename to Uedit via ARexx (and to send commands from UEdit to other pro-

grams), but commands are awkward. UEdit accepts commands via ARexx by their "macronum", a value determined by the key-sequence (or virtual key) that invokes a key-definition. Thus, ARexx programs are dependent on the key-definitions remaining stable. ARexx programs are also limited to executing defined UEdit key definitions, and not the more atomic command language functions. I'm hardly an ARexx expert, but I feel this is not quite the way ARexx should be used. The author of UEdit has his reasons for this design decision; I hope that, as UEdit continues to evolve and programs supporting ARexx become more common, the ARexx interface improves.

On the whole, UEdit is worth looking at. Its weakest feature, the ARexx interface, is still useful, and will probably improve, just as the basic editor has improved since I first tried it. To get the most use of it, I recommend registering for the full printed documentation, as certain features will otherwise be overlooked.



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## Summing up

For my purposes, I divided the editors into two classes: those that are fully reconfigurable, and those with limitations. PTE, DME and UEdit belong to the first class: everything from the menu items down to almost every possible combination of qualifiers and keys may be customized—not simply to perform a single editor command, but to the extent of running macro programs for each keystroke, including the mouse buttons. These editors can be viewed (as both PTE and Uedit mention in their manuals) as a core “text engine” with a user-programmed interface. For me, these are the ultimate in personal text editors. The remaining editors have hard-wired keys and/or fixed menu selections. TxEd Plus has menus which can be changed, but are limited to a single editing action (unless an ARExx program is invoked instead). TxEd Plus and CED Pro both dedicate the Amiga-key qualified keys to their menu-equivalent commands but leave some or most remaining qualifier-key combinations open for macro keys. MEMacs varies by not using Amiga-qualified keys for menu-selection shortcuts, and allows keys definitions to largely be redefined, but again as simple commands. These editors provide powerful editing but without some of the power and flexibility of the others.

Despite those differences, the editors reviewed represent the better Amiga editors available. (To those I overlooked, my apologies.) Each of these will have its sup-

porters capable of arguing why it is the best editor around. One may be perfect for you, but a thorough test drive is still recommended before you commit yourself to a purchase.

*Since the above article was compiled, upgrades have been made to both TxEd Plus*

*and CED Pro. Such upgrades may or may not greatly affect the overall results presented here. A future article will likely include mention of these (and other) new text editors.—ED*

•AC•

## Product Information

### Professional Text Engine

Zirkonics Corp.  
422 Guy  
Montreal, Quebec  
Canada H3J 1S6  
Inquiry #668

### TxEd Plus

MicroSmiths, Inc.  
P.O. Box 561  
Cambridge, MA 02140  
(617) 354-1224  
Inquiry #492

### CygnusEd Professional

ASDG Incorporated  
925 Stewart Street  
Madison, WI 53713  
(608) 273-6585  
Inquiry #243

### UEdit

Rick Stiles  
P.O. Box 666, 102 LaRue Court  
Washington, IN 47501  
(812) 254-4986  
(The freely redistributable version is available on Fred Fish Disk #189.)

### DME

Available at your local dealer, user group, BBS, or from Fred Fish. For DME 1.31, request Fred Fish Disk #168.

### MEMacs

Commodore Business Machines, Inc.  
1200 Wilson Drive  
West Chester, PA 19380  
Inquiry #289  
(A later version of MEMacs (version 3.10) is available on Fred Fish Disk #195.)





# Why An Amiga?

by Jeff Kerschner

Hammer: You're a peach, boy! Now, here is a little peninsula, and here is a viaduct leading to the mainland.

Chico: Why a duck?

Hammer: I'm all right. How are you? I say here is a little peninsula, and here's a viaduct leading over to the mainland.

Chico: All right. Why a duck?

Hammer: I'm not playing Ask-Me-Another. I say, that's a viaduct.

Chico: All right. Why a duck? Why a why-a-duck? Why-a-no-chicken?

Hammer: I don't know why-a-no-chicken. I'm a stranger here myself. All I know is that it's a viaduct. You try to cross over there a chicken, and you'll find out why a duck. It's deep water, that's viaduct.

Chico: That's why-a-duck?

Hammer: Look...suppose you were out horseback riding and you came to that stream and wanted to ford over there. You couldn't make it. Too deep.

Chico: But what do you want with a Ford when you gotta horse?

Hammer: Well, I'm sorry the matter ever came up. All I know is that it's a viaduct.

Chico: Now look...all righta...I catcha on to why-a-horse, why-a-chicken, why-a-this, why-a-that. I no catch on to why-a-duck.

Hammer: I was only fooling. I was only fooling. They're going to build a tunnel in the morning. Now, is that clear to you?

Chico: Yes. Everything—excepta why-a-duck?

—From the Marx Brothers' movie *Cocoanuts*, a conversation between Groucho (Hammer) and Chico

Sound familiar? Change a few words and ignore the fact that Chico catches on twice as fast as any IBM fanatic, and the above conversation is instantly recognizable by any Amigan that has contact with PC owners. Naturally, all computer hobbyists defend "their" brand of computer.

Many expensive toys generate a tremendous amount of loyalty; just listen to an argument between two car buffs, each expounding upon the virtues of his/her own preferred make and model! Well, egos bruise easily! Excluding clowns and TV evangelists, few people enjoy playing the part of a buffoon. In public, a person who has just plunked down \$4,295.00 for a state-of-the-art IBM (an oxymoron, if I've ever heard one) is going to defend their new big blue boat anchor until their last breath. Privately, they may lust for an Amiga, but to say so in public? Never!

## *So, why a why-an-Amiga?*

From early 1985, right through their debut later that year, two glitzy new 68000 machines were garnering raves in both the popular and technical computer press. Each article I read made my hard-working Commodore VIC-20—with datasette and a 16K RAM expander—seem less and less adequate. At the same time, support for the VIC was dropping off at a precipitous rate. Clearly, it was time to upgrade.

Those shiny new 68000 machines sounded great, but they were unproven, with little or no software support. Just thinking about spending \$1,000.00 or more on a machine that might not succeed in the marketplace gave rise to the jitters. The tried and true technologies beckoned; at least they were supported by an ample software base. Temporarily, sanity reigned: consideration was duly given to the "old" technology.

## *Why-a-no-IBM*

Like a disabled ship, CP/M was dead in the water. It was a strong and steady platform, but clearly it was not moving ahead. MS-DOS, led by IBM, had deposed CP/M as king of the operating systems.

IBM tended to be disappointing. Here was a company with phenomenal resources, but at best (and to be polite) their machines could only be described as boring. Cost had to be considered and their trailing-edge technology seemed a bit overpriced. And the PC Junior gaffe left me with very little faith in IBM's ability either to comprehend or to support the home/hobbyist computer user. But what about MS-DOS? Any operating system providing a lifeline for scores of "How to..." authors couldn't be all good.

## *Why-a-no-Apple*

If I had been more conservative in my decision, my Apple IIe would have felt the keystrokes of this article. Given my particular situation, the IIe was the "right" choice; I had just been hired to serve as computer coordinator in a school district committed to Apples. But spending \$1,200.00 for a 64K CPU (no disk drives,



monitor, or anything) which, in many ways, was inferior to my VIC-20 just did not compute. Still, there were all those slots just waiting to be filled and a software base that was second to none. And just think how handy it would be—I could bring my work home with me! At the last nanosecond I came to my senses, realizing that being able to bring work home was not a plus. Besides, I didn't want to come home to the same machine I had been using all day. Scratch the Apple IIe!

The Mac was an appealing machine and undoubtedly pointed toward the future of computing, but it had no color and was priced well out of my range. There were other 68000 machines to consider.

### **Why-a-no-ST**

So, it came down to the Atari 520ST or the Amiga 1000. The Atari ST had more RAM and cost less than the Amiga 1000. The ST was also the first out of the starting gate and was available (supposedly) at the time my 68000 desires became acute. It had an 8-MHz 68000 microprocessor (my lowly VIC's 6502 ran at 1 MHz), 512 colors, great resolution (ever try hi-res on a VIC?), and 512K RAM (102 times more than a VIC-20). All this for roughly twice the amount I had paid for my VIC.

As it turned out, these roses were not without some thorns. Atari failed to take a hint from Apple's early Macintosh and chose to sell the 520ST with a 400K single-sided 3.5-inch disk drive. The operating system had some problems, and once loaded from disk it ate up an extraordinary amount of that magnificent 512K. If IBM did nothing else right, they did include slots for easy access to the bus. The ST had no provision for direct access to the bus. Although I could see no immediate need for slots, my Apple II experience had taught me that it was nice to leave that option open. Finally, finding a dealer was close to impossible (the nearest being 60 miles away).

### **That's why an Amiga!**

Though I had never suffered from the affliction of brand loyalty before, I loved my VIC. Aside from all the obvious Amiga advantages—4,096 colors, 256K, a "really" hi-res mode, a 7.16-MHz CPU, 880K floppy disk drives, and the ability to address over 8 megs of RAM directly—there were two attention-grabbing features that no computer fanatic could ignore.

First, the Amiga had three custom chips designed to increase significantly the speed of certain operations and provide enhanced graphics and sound capabilities while reducing the 68000's workload. Custom chips had already proven their worth in other "home" computers. They contributed to the outstanding graphics of the Atari 8-bit machines and had dramatically reduced the chip count between an Apple II+ and a IIe. In effect, the Amiga's custom chips allowed the processor either to sit idle or to turn its circuits toward other tasks. This capability contributes to the success of multitasking on the Amiga (attention-grabbing feature Number Two).

Multitasking allows the Amiga to run more than one program at a time—not simply as a background task (even MS-DOS can print in the background) or simply to hold other tasks in memory ready to be switched (à la Switcher on the Macintosh) into active mode. Multitasking was previously unheard of on any affordable computer.

Yes, I've heard it a thousand times (I imagine most Amiga owners have): "Big deal, a person can only concentrate on one thing at a time." Obviously, these people have never twiddled their thumbs during a big download, or gone for coffee while their spreadsheet recalculated, or even had to wait for more than a page or two to come rolling off their printer. My previous experience with multitasking was on Apple IIe's—three of them!

When backing up software for the school, I would use three computers: one would run the copy program, another would be used to test the backup, and the third would usually run a word processor or game while copying was in progress. Multitasking was a big plus in favor of the Amiga.

There were negatives, the biggest being the incomplete operating system. Just as with the Atari ST, the Amiga's operating system had not been committed to ROM. The Amiga came with some reserved RAM that

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*Excluding clowns and TV evangelists, few people enjoy playing the part of a buffoon. In public, a person who has just plunked down \$4,295.00 for a state-of-the-art IBM is going to defend their new big blue boat anchor until their last breath.*

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received the operating system from disk and held it, even through a reset, without consuming any of the normal RAM. The first two versions of the operating system were notoriously unstable. There were no slots, though access to the bus was readily available through an expansion port. And the Amiga's disk drives tended to be slow and noisy. However, the world has yet to see the perfect computer—but the Amiga may be the closest.

When D-day arrived, one look at an Amiga vastly simplified my decision. The first Amiga I saw was running the impressive RoboCity animation. At the same time, it was running the now famous Boing Ball demo. The following day, I entered into an \$1,800.00, three-year repayment plan. For my money and purposes, then and now, no other machine that sells for under \$5,000.00 comes close to matching the Amiga's capabilities.

All Right. Why an Amiga?

Amigan: You're a peach, boy! Now, here is your computer, and here is an Amiga leading to the future.

Non-Amigan: Why an Amiga?

Amigan: (see above)

•AC•



If you are researching your family background, digging deep to find that connection to the Royal Family that you just know exists but is hidden beneath generations of Aunt Berthas and Uncle Roys, then you need Your Family Tree. This genealogy database lets you organize your search, allowing you to easily store all the gathered information and arrange it concisely for review.

YFT comes with one non-copy-protected bootable disk and a 47-page manual. The disk includes a sample family genealogy to practice with and two programs—one for 512K Amigas and another program for those Amigas with expanded memory. The only difference between the two ver-

the "Are you sure?" requestor, just to double check. YFT automatically assigns an index (a five-character value) that uniquely identifies each person in the database unless a personal index is created. I found this option extremely useful, while tracking the 15 branches of my family tree. By assigning each branch an index with the first two characters the same, such as AA or BB, I could easily tell which branch a person belonged to as I reviewed the records. I was also able to trace how the branches merged by assigning a new index, such as AB001, to a person who belonged to

the previous step, or select the Current Record which will take you back to the beginning of your long, winding path. The Current Record is not usually the Individual Record that is open, but the last one that was made with the Add function or made current with the Current function. The Current function makes it easy to define a focal point for data entry.

The only problem I had with data entry was entering parents. YFT will allow addition of a parent

# Your Family Tree

by Dana Cadman

sions is that the extended memory version will run faster, and the 512K version is unable to produce reports. I have a Kickstart Eliminator chip in my A1000, boosting my memory to 768K. Using the extended memory version, I was able to create two databases and print several pages of reports with no difficulty.

I was eager to enter the pages of notes I had collected on my own family, so after reading the installation instructions, I fired up the program. I was greeted with the Individual Record screen. From this screen, the YFT user enters information about an individual into the database. An Individual Record must consist of at least an index and a gender, but it can also include a last name, up to three surnames or titles, and the date and place of birth, christening, and death. Entering information in any of these fields is as easy as clicking on an area and typing.

To prevent you from entering the wrong information in an area, nothing is saved until you click the save gadget. To prevent from overwriting information, YFT will not let you enter information until the Edit function has been selected. If you try to delete a record, YFT will always bring up

more than one branch.

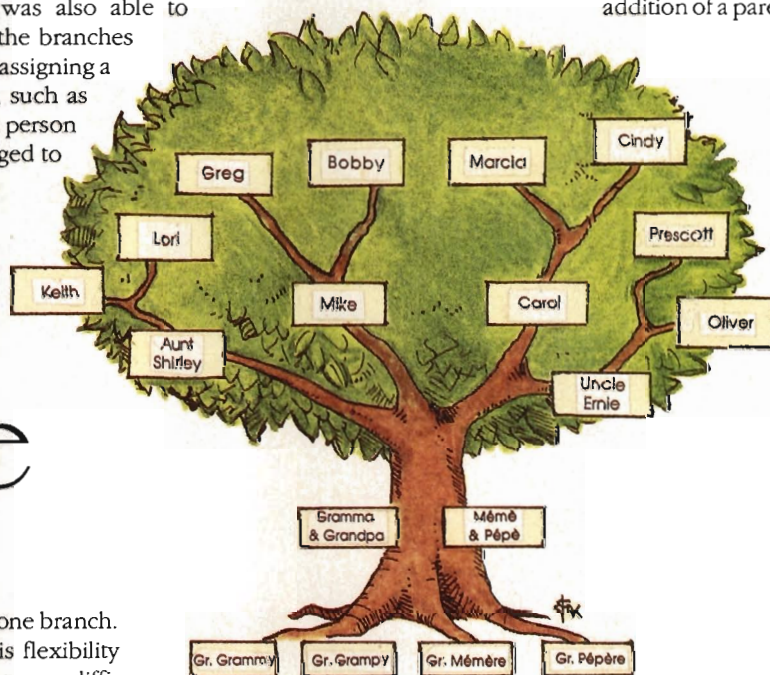
Without this flexibility it would be very difficult to keep track of all the branches.

Entering information into YFT is easy. This is the program's strong point. Using the menus, keystrokes, or custom gadgets at the bottom of the screen, the user can move out of the Individual Record and onto the Family Group, Parents Information, or a previously entered record. Ordinarily the user would go to the Family Group and enter the name of a spouse. The user is then able to add more information about the spouse, which will take you to a partially filled Individual Record, or another screen may be selected that will let you enter the names of all the children from a marriage. From the children's screen you can either back up to the Marriage Record or click on any child's name. Selecting the child's name will again bring you to an Individual Record. YFT supplies ample room for families. Each person may have up to eight spouses, and each marriage may include up to 40 children!

If at any point of data entry you become lost in your notes, you can continue to exit each screen, backtracking to

only if that parent is already in the database. After marrying my mother to my father (in the database that is), I tried to back up from my mother's record to enter my grandparents. Instead of by the Individual Record screen, I was given a choice of locating my mother's parents by index, name or marriage ID. I now had to interrupt data entry, go to the Add function, add a record for each of my grandparents, go to the Family Group, marry them, go to the Add Children menu, add my mother to my grandparent's Children list, then again make my father the Current record and proceed from where I had left off ten minutes earlier. It would have been easier if the Parents function had taken me to a Marriage Record and let me add two spouses.

While adding my maternal grandparents, a second quirk in the YFT program was discovered. Whenever a spouse is added to a marriage, that spouse is always male unless the gender is changed. If it is not changed, and an attempt is made to save the record, YFT will let the user know that a mistake has been made. Unfortu-



(continued on page 34)



# PRIME!



In the world of Amiga information, Amazing Computing remains Number One. Each issue of AC is created with one goal in mind—the reader. AC believes in the basic adage, “Give the public value, and you will be valuable to the public.” Providing value has allowed AC to grow with each issue and develop a publication unmatched in the computer magazine industry. AC’s unique status is jealously guarded by its writers and staff, who continue to provide a fresh, innovative issue each month packed with ideas, projects, and news on the computer that is consistently referred to as Amazing—the Commodore Amiga.



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Circle 153 on Reader Service card.

(continued from page 31)

nately, now the gender can no longer be changed. The record must be deleted and re-entered.

For all the odd bits of information your digging has turned up, YFT allows you to add notes to an Individual Record. You may enter up to 4,000 characters of information about a person, such as significant accomplishments they have made, awards they have won, or other points of interest. I've used the Notes function to include notes about my parents, a great-grandfather who was a sheriff, and a yet-to-be-determined-relation that was the first radio minister in North America!

YFT does not come with a built-in notes editor. Instead, it uses whatever editor is named Ed in the C: directory. If an unaltered Workbench is being used, Ed will be used. One of the editors from the public domain offerings can be used, or a copy of one of the commercial word processors, such as WordPerfect or Scribble, can be made in the C: directory. I used an ASSIGN statement in my startup-sequence to make any references to Ed point to MicroEMMACS, my favorite editor.

Reviewing the database records is extremely simple. The records may be reviewed sequentially, as they were entered, using the Next Record and Previous Record functions. The First and Last functions may be used for going back to the beginning or the end of the trail. If the person being searched for is known, that person can be selected by any of the information on an Individual Record, or any combination. For instance, to find Aunt Lou in YFT without running into all your Uncle Lou's, select surname and gender as the search criteria. This is particularly handy when using an indexing scheme and locating all members of one branch of the family.

Once the data is entered, YFT has ten reports to choose from. An entire chapter in the manual is spent describing the reports available. I found the current set of reports barely sufficient, but the sales representative at MicroMaster informed me that future releases of YFT will include a screen to custom-design reports to your preference. The representative seemed confident that the new release would continue to run on my 768K A1000.

The manual is written in large print (very welcome for those of us who wear bifocals), and contains a table of contents and a list of menu shortcuts. The manual also includes some detailed, easy-to-follow instructions for installing YFT on a single-drive, dual-drive or hard-disk system. The manual explains everything very carefully, but only if read from cover to cover. I would like to have found an index, a brief command summary, or a quick reference table somewhere in the manual. Fortunately, YFT is a very intuitive program. I worked with the program for two hours before coming to a point where I found it necessary to refer to the manual.

I found Your Family Tree a well organized, easy-to-use tool. The sales representative at MicroMaster informed me that upgrades to this program will be available for the incredible sum of \$2 or \$3 (he wasn't sure yet). I am looking forward to the upgrade as it can only add to what is already a fine program.

•AC•

Your Family Tree  
MicroMaster Inc.  
1289 Broadhead Road  
Monaca, IN 15061  
(412) 775-3000  
Price: \$49.95  
Inquiry #487



# Vidbiz!

## DOING BUSINESS IN AMIGA VIDEO

by Steve Gillmor



Way back in 1974, I produced an album for CBS Records called "How Time Flies", written by David Ossman and starring the Firesign Theatre. The storyline was based on sociological and technological leaps in the year 1999. One such advance concerned a computer databank that responds to a returning astronaut's questions by choosing various words from an array of word banks, stringing them together in a manner similar to today's information digital operators. Although then-state-of-the-art 24-track recording equipment was used, the scripted words were laboriously assembled by recording various actors reading the same words, dropping each word onto a 2-track one at a time, then flying it onto the multi-track. There echo and phasing effects were added, then the astronaut character reacted to the assembled "voice".

The resulting effect is both intriguing and humorous, which was certainly helpful, this being a comedy album. It was also expensive, because even in those prehistoric days, studio time went for \$125 an hour. Today, I can play around with the Amiga's narrator speech device and come up with something remarkably similar for nothing more than the cost of a good night's sleep. And that's the point of this trip back in time: no matter how it's sliced, the one thing there is never enough of is time. It is the ultimate commodity, and to make the Amiga work for us, we have to learn to respect and fear the clock.

The business presentation market is emerging as a major arena for Amiga video production. Amigas have been used in broadcast settings, primarily in the areas of titling, graphics preproduction and storyboarding. The cost of dedicated hardware like the Quantel Paintbox is rapidly dropping to meet the threat of systems like the Amiga. Jim Kent has taken Zoetrope over to the PC world and improved it as AutoDesk Animator, and Apple is revving up

with its Desktop Media television campaign. While some worry that the Amiga will be left in the dust, others are encouraged by the rapid growth of desktop video as a viable market. If the Amiga is judged purely by its comparative cost and graphics software base, it stands up well. NewTek's apparent strategy with the forthcoming Toaster will be to bundle the Amiga with the Toaster rather than the other way around. The resulting graphics workstation seems ideally positioned for the business desktop environment, where cost and adequate quality stand a chance of gaining a foothold, much as the Mac did with desktop publishing.

Surprisingly, getting a job in the video business is often easier than getting it done. The ease with which the Amiga video producer can generate first-class animatics (moving storyboards) complete with sound effects and even spoken narration can have an unseen consequence. When the client sees the finished product, it may not be substantially more dynamic than the original "demo." A typical strategy, then, is to promise tremendous 3D animations, complete synchronized musical scores, specially rendered artwork, etc.—in short, too much product for too little money in too little time.

In order to effectively allocate Amiga resources to a professional job, it is important to divide attention between the specific requirements of the project, and the

more general maintenance of the production environment. The natural tendency will be to leap forward with the brainstorming phase of the project, and this should be encouraged to a point. Often, the most creative ideas can be the simplest to produce, since the content of a strong concept carries with it more "production value" than can be obtained

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*Often, the most creative ideas can be the simplest to produce, since the content of a strong concept carries with it more 'production value' than can be obtained with special effects or flashy graphics.*

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with special effects or flashy graphics. The proliferation of such effects on everyday television has dulled the average viewer's senses. These ideas can be developed using any word processor, although there are several tools available on the Amiga that can be more effective at this stage. Idea processors like Flow (New Horizons) and Thinker (Poor Person Software) are effective in letting users go where their mind naturally wants to, with gentle nudges toward a traditional outline format. Thinker's ability to simulate a stack of note cards through hypertext linking can be extended to include IFF picture files, allowing a kind of interactive storyboard technique.

Once a working script has been hammered out, it's time to prepare the first



budget, and get client approval to proceed to the next stage. A preliminary budget is needed in case the client happens to say, "So how much is this gonna cost, you know, just a ballpark figure?" "Guesstimates" have a habit of coming back to haunt people, so it's better to be prepared rather than throw out some number off the top of your head. A good way to buy as much time as possible up front is to ask the client when the production is needed. After they say "Yesterday!" it should be easier to get some idea of the time

frame by drawing up marketing plans, airdates, or product release schedules. A little casual questioning will soon evolve into a more realistic schedule; it's amazing how quickly a client will "buy" an idea if it's really theirs repackaged.

One of the reasons commercials cost so much money to produce is the fact that they are just like feature films or miniseries, just a lot shorter. Like their big brothers, commercials have a beginning, a middle, and an end. They each have a director, a producer, a director of photography, stars, sets, insurance, editing, and so on. When all of these elements and personalities are combined under one roof, on a desktop, new problems emerge. Not only must you wear all these hats, but you have to learn and perfect the skills of many different disciplines before you can even say "Action!" It is here where the central dilemma of the Amiga is confronted: how to take advantage of the myriad of software possibilities while struggling with the massive learning curve that this vast amount of alternatives produces.

As an Amiga author and active video/music producer, I have to deal with this avalanche on a daily basis. Several techniques have been developed to prioritize and manage this blizzard. Most important,

I try and identify software that represents the best compromise between an efficient tutorial-based manual, and a feature-laden program that can be used for many tasks at once. As an example, the manual for Zoetrope (Antic Software) is both complex and

information-packed. People have complained that it is necessary to stay with its tutorials straight through in order to get the full benefit, a daunting commitment of time that is hard to carve out. In my case, several readings of the manual were necessary before I had a full grasp of Zoetrope's capabilities in

painting, animation, color cycling, and special effects.

With the release of DeluxePaint III (Electronic Arts), many of the same tools available in the earlier Zoetrope can be had for the price of an update to DPII. It is easier to understand the complexities of the Move requestor as a result of my Zoetrope training, and my heavy use of MovieSetter (Gold Disk) on past projects gave me a headstart with DPIII's Animbrush technology. I was thus able to quickly get up and running with DPIII, using its ability to work in overscan and interlace to an advantage.

A client of ours suddenly developed cold feet about a sequence she had originally approved. My partner and I were able to pull the offending scene and substitute one that was an improvement in resolution and easily genlocked over moving video the client had provided. A potential disaster turned into a glowing recommendation because we were able to react rapidly and professionally.

A similar situation exists in the world of 3D. It's a tough choice getting started with 3D modeling and raytracing. TurboSilver is relatively inexpensive as 3D goes, and its output is superb. But the manual is so difficult to decipher that Impulse has released a video tutorial that is well worth

the price and the hour it takes to run. Byte by Byte's Sculpt-Animate series features a complete and detailed manual, and their video is also quite helpful about 3D in general. Caligari comes with a video tutorial, as will 3D Professional (Progressive Peripherals) when it is released later this year. An inexpensive package from Gold Disk, Design 3D, has a nifty demo on the disk that takes over the mouse and runs through the creation and viewing of an object. It is easy to move objects around in the program by using the mouse, redrawing the object from different perspectives fairly quickly. Once an understanding of how a 3D object translates from view to view has been established, it should be fairly easy to adjust to any of these packages.

Speaking of disk-based tutorials, the Deluxe Help series (RBG Video Creations) offers a wealth of experience in the use of a variety of paint packages. These programs multitask with the particular paint program, alternately taking over the mouse to demonstrate text-based examples, and returning control to the user for hands-on experience. If you have ever seen Lou Markoya or Steve Segal at an AmiEXPO while they worked with a paint program, you know that it's the techniques of a professional that really bring the power of these programs to life.

There are a number of utility programs that allow the Amiga producer to move images, animations, and objects between the various formats, both Amiga and other computer platforms. InterChange (Syndesis) has modules that translate among all the 3D packages, and into the structured object world of Professional Draw (Gold Disk), Draw 2000 (Aegis), and CAD programs. Access Technologies' ACAD Translator allows conversion of AutoCad .dxf files into Sculpt 4D and TurboSilver object files, and their new DigiWorks 3D is an autotracer that converts IFF images to 3D objects with a little tinkering. Adding a number of 3D clipart disks from Byte by Byte, Impulse, and Antic to this interconnecting array of programs provides plenty of examples to disassemble and incorporate into personal work.

With the consolidation of the ANIM format (Opcode 5), programs like Hash's Editor and Multiplane, Aegis' AnimMagic, and Elan Design's Performer allow sophisticated editing and compositing of animations created in a variety of Amiga programs. Similarly, DeluxePhotoLab (Elec-

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*Since many Amiga producers work out of their homes, the ability to professionalize their operation and make it seemingly identical to office-based companies gives them an added edge.*

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tronic Arts) joins Butcher (Eagle Tree Software) and PIXmate (Progressive) in providing IFF file conversions between HAM, EHB, and 32 or less colors, as well as resolution and bitmap manipulations. ExpressPaint 3.0 is another program requiring a summer vacation in which to absorb the manual, but its unlimited undo and variety of fill and perspective effects are valuable attributes. Photon 2.0's dropshadowing and brush wrapping are invaluable tools, especially in advertising work, and the new Digi-Paint 3's transparency controls coupled with the undo/repeat facility are unique.

Many of these paint programs use the same keyboard shortcuts to ease the transition from one to another. One area that does not have much compatibility is the brush format. Currently the only way to be sure of using a brush in most other programs is to save it out as an IFF picture file, then convert it (if it's HAM) and clip it back out in the destination program. It can be a mistake to assume the ability to multitask between graphics programs. With the advent of fast hard drives (a virtual requirement for serious video production) it is safer and almost as efficient to save out files, quit, then load the next program and continue.

Fonts are being handled better by the new generation of Amiga graphics software. DeluxePaint III now supports Color-Fonts, and comes bundled with two of KARA Computer Graphics' terrific KARA FONTS series. Homemade fonts are possible with Calligrapher (Interactive Software) or in 3D with InterFont (packaged with InterChange), or a choice can be made from one of Zuma's collection or Impulse's 3D font disks. This is by no means a complete survey of available clipart, just the tip of the iceberg.

Sound and music are two areas often overlooked and underestimated in the world of video. A consumer VCR with hi-fi audio has sound recording capabilities superior to those used in many broadcast television operations. The MIDI revolution in music performance and production has brought the multitrack recording studio into your basement. Or has it? True, now there are sequencing programs like MusicX (Microillusions), KCS (Dr. T's), Quest II (Sound Quest Inc.) and Dynamic Studios (New Wave) with everything from 8 to 64 tracks that can be filled with drum and keyboard sounds. Patch librarians, sample convertors, synthesizers from \$75 for a used CZ101 (Casio) to \$50,000 for the

Synclavier; the Amiga can be used as the front end to an astounding array of sophisticated equipment and software. But the same problem with the learning curve holds true here as well. Some packages support internal Amiga voices, others only MIDI. There is, as yet, no InterChange-type program to convert all instruments between the several formats available; it is difficult but not impossible to port sequences from one program to another.

Yet the best way to improve the quality of animations and graphics is to add judicious amounts of background music and embedded sound effects. The use of echo and off-screen ambient noises is a subtle but effective way to expand the illusion of depth on the small television screen. Music is absorbed almost unconsciously; try watching a horror movie with the sound off and the power of music to create a sense of foreboding and uneasiness will quickly be appreciated. A little goes a long way. Experiment with different tempos and rhythms; start with a bass sound, then add simple held chords with a solo melody voice on top. With sound effects, remember that one IFF sound sample is comparable in file size to an IFF picture. Hash has released SoundTrack, a neat package which lets you easily synchronize sound effects with an animation and preview the results in a very intuitive way. The manual not only contains the appropriate tutorials, but a lot of general information on audio sampling, animation lip-sync techniques, and notation procedures.

A large assortment of existing public domain sounds and instruments can be found on PLINK, Genie, and CompuServe. These networks are a rich source of information, not only via their data libraries but in conference as well. Not only is it possible to share tips and files with other producers, but often programmers, writers, and other experts will be found in conference almost every night. A five-minute talk with the right person on-line can save hours or sometimes days, and it doesn't hurt to keep current with the rapidly developing Amiga computing environment.

As you gain experience and clients, data and disks will also accumulate. Many a talented producer has fallen victim to success. As the workload increases, the entrepreneurial genius must give way to the competent manager. Scheduling software like Nag 3.1 (Gamma) and Who! What! When! Where! (Blue Ribbon Bakery) are invaluable tools for keeping on top of

multiple clients and projects. Their ARexx ports allow for the moving of data in and out of databases, spreadsheets, production budgets, and scripts. ARexx ports are sprouting up in paint programs (Digi-Paint 3), 3D packages (PageRender 3D), and ultimately everywhere with the release of the 1.4 version of the Amiga operating system software. With the emergence of ARexx-speaking authoring systems, the Amiga producer will now be able to take his production environment and automate it. First with ULTRACARD (Intuitive Technologies), and soon with CanDo (Inovatech), V.I.V.A. (MichTron) and the currently nameless Commodore system, workstation desktops can be customized with graphic objects and icons. Clicking on a graphic representation of a calendar will call up a production schedule. Clicking on a client's name will dial their number. Animations can be fired off under script control, or edited into sequence and coordinated with music and effects by dragging and grouping objects that represent the various elements. Reports and correspondence can be assembled under automatic control and sent to the printer easily.

The complaint that the Amiga is weak in the area of business software will be muted by the advent of these authoring systems. The Amiga is ideally suited in price and performance to the rapidly-growing home office market. A variety of customized small business applications will soon be available in ULTRACARD stacks, as well as stand-alone modules constructed and then compiled with CanDo. Since many Amiga producers work out of their homes, the ability to professionalize their operation and make it seemingly identical to office-based companies gives them an added edge.

As the power of desktop computing grows, so does the need to manage the information explosion. If the Amiga is to remain a credible force in the desktop media revolution, it must solidify its niche as the cheapest, most powerful personal workstation. As the first link in an ever-expanding network to the outside world, the Amiga can ensure its role in the Business of Video.

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# A Winning Hand!

## Amazing on Disk

Source Listings and Executables from the pages of *Amazing Computing!*  
*Only \$6.00 per disk (\$7.00 for Non-Subscribers)*



### AC #1

V3.8 & V3.9

Gels In MultiForth Parts I & II: Using Gels in MultiForth.  
 FFP & IEEE: Math routines in Modula-2.  
 CAI: Computer Aided Instruction in AmigaBASIC.  
 Tumblin' Tots: Save the falling babies in this game. Written in assembler.  
 Extra Goodies: Three freely redistributable programs- VGad, MenuEd & Bspread.

### AC #2

V4.4

Fractals Part I: An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C.  
 Shared Libraries: Using shared libraries in C.  
 MultiSort: Sorting and intertask communication in Modula-2.  
 Double Playfield: Using dual playfields in AmigaBASIC.  
 '881 Math Part I: Programming the 68881 math coprocessor chip.  
 Args: Passing arguments to AmigaBASIC.

### AC #3

V4.5 & V4.6

Digitized Sound: Playing digitized sounds using Modula-2.  
 '881 Math Part II: Part II of programming the 68881 math coprocessor chip using a fractal sample.  
 At Your Request: Using the system-supplied requestors from AmigaBASIC.  
 Insta Sound: Tapping the Amiga's sound from AmigaBASIC.  
 MIDI Out: A MIDI program that you can expand upon. Written in C.  
 Diskless Compiler: Setting up a compiler environment that doesn't need floppies.

### AC #4

V4.7 & 4.8

Fractals Part II: Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC.  
 Analog Joysticks: Using analog joysticks on the Amiga in C.  
 C Notes: A small program to search a file for a specific string in C.  
 Better String Gadgets: How to tap the power of string gadgets in C.  
 On Your Alert: Using the system's alerts from AmigaBASIC.  
 Batch Files: Executing batch files from AmigaBASIC.  
 C Notes: The beginning of a utility program in C.

### AC #5

V4.9

Memory Squares: Test your memory with this AmigaBASIC game.  
 High Octane Colors: Use dithering in AmigaBASIC to get the appearance of many more colors.  
 Cell Animation: Using cell animation in Modula-2.  
 Improving Graphics: Improve the way your program looks no matter what screen it opens on. In C.  
 Gels in Multi-Forth-Part 3: The third and final part on using Gels in Forth.  
 C Notes 4.9: Look at a simple utility program in C.  
 Russell's Stuff: A collection of PD programs including: 1D\_Cells, Colourscope, ShowILBM, Labyrinth\_II, Most, and Terminator.



When you go to the supermarket, you expect to purchase fresh food in the produce section, right? Who would want to buy old rotten vegetables from the produce area when there are plenty of good veggies in the frozen and canned foods areas. The shelf life for most perishable products is considered to be the amount of time the product can safely be sold.

Who determines a product's shelf life? Usually, it is government agencies that safeguard our health by establishing standards for the food industry. Stores must sell their produce before it becomes too old. If they fail to sell it in time, the produce must be removed from public access. To reduce the amount of waste, careful inventory control is important, as is proper marketing of the product.

Computer software is similar in that there is a time when a piece of software is most valuable to users, before something else replaces it. Computer software doesn't get stale, nor do many microorganisms (other than the occasional virus) grow inside them. So, you would almost think a program should last forever!

Since developers are constantly learning more about the Amiga, software constantly improves, and you, as the end user, benefit. DeluxePaint, for example, has certainly improved, with the newest version promising to please even the most skeptical Amigans (it can safely be said this is a major update over DeluxePaint II). Electronic Arts will spend adequate funds to advertise and promote its new features (hummm, advertise a product to properly promote it? Is that worth listening to, West Chester?).

Some software, though, does not undergo radical change. There are plenty of programs out that will never update as much as DeluxePaint III has, and a considerable number of them do not need to change that much. We will look at a few programs that fall into this category of having been out for quite some time, with few major changes.

We will not look indepth at all program features, rather just enough to explain what the programs do. Remember, there are new Amiga owners out there everyday asking the same questions you did when you first began working with the Amiga: "What Amiga software will meet my needs? What will teach me or my kids how to type? Where can I find educational software, and what type is available for the Amiga? What programming tools can I get to make developing my own custom Amiga programs easier?"

# Software Shelf Life

by Mike Hubbartt

We'll try to put faces to the program names you see in the ads to help you decide what programs you want.

Just because a program doesn't have a full page ad in an Amiga magazine every month does not mean it should be overlooked. Consider a typing program for example. I find it difficult to believe that Mavis Beacon Teaches Typing will undergo major changes. Can the programmers add new colors or other upgrades, like 68020 support? Do they need to? I don't think so.

out for over a year should not influence your decision, as long as it does what you want. Although Mavis Beacon may not be updated, it does a good job teaching or improving one's touch typing.

Game software shelf life is generally from one to six months, with VERY few exceptions (e.g., Arkanoid or Defender of the Crown). Productivity and utility software has a longer life, as these items do not undergo the radical changes games must to attract new users. Although good software is updated on a regular basis, the user inter-



Mavis Beacon has been out for over a year, and the subject material stays the same. Thus, there are few reasons to update it. Does this make it a bad program to purchase? Maybe, if you already know how to type, or have another typing tutor that better suits your preferences, or don't have the slightest inclination to learn how to type! The fact that the program has been

face on these programs remains consistent: a language compiler is a language compiler and normally does not change into an interpreter.

Let's consider programming utilities. Both Manx and Lattice produce commercial C compilers. Both companies occasionally provide product updates and advertise their software constantly. But



what about those utilities that are very useful but rarely advertised, like PowerWindows, Lint and Tshell. These products simplify C programming, and are important additions to your library if you want to program on your Amiga.

PowerWindows, from Innovatronics, produces screens, windows, menus and gadgets—the Intuition interface items for your program. PowerWindows lets you see exactly how your items look before you compile them, so changes can be made to the look and positioning of them. No longer is it necessary to blindly set up these objects, compile, change the position/size of a gadget by changing the program code, recompile, etc. until it looks just right.

Make your program's Intuition interface with PowerWindows and you can spend more time writing the other portions of your code. Why keep reinventing the wheel with each new program you write? PowerWindows allows you to generate code for either Manx or Lattice C compilers, as well as, Assembler, BASIC, and Modula-2; the code is easily incorporated into your own programs. You can generate code with or without comments, and the comments can help you write the Intuition structures without using PowerWindows.

You need to know the various flags for the menus, gadgets, etc., since the manual does not explain most of them. If you are going to work with Intuition, you should own the Intuition manual from Addison-Wesley. I wouldn't even want to consider writing a program without PowerWindows. It is a must-have for programming, and I highly recommend it even to occasional programmers.

Lint is a debugging tool for C programs published by Gimpel Software. Lint can save you many hours by helping you find debugs in your program code. It checks the code entered from your text editor, and displays any errors found in it. It uses the Kernighan and Ritchie standard and is another important tool for programming in C on any microcomputer, even IBMs! Lint will check across several code modules in one pass, helping to find minor

bugs your compiler would normally miss. You can even turn on or off those errors you wish to check for. Lint is another unheralded programming tool for C on the Amiga, with still plenty of life left in it. As with PowerWindows, I strongly encourage it for Amiga C programmers.

Yet another unadvertised tool for programming on the Amiga is a shell which

supercharges the CLI. Why should you use a shell instead of the plain CLI? How about extra features, like command line history and editing so you can use previous commands without having to retype them? How about built-in and resident commands—

ones that do not need to load off the disk for each use? Of the several commercial shells out for the Amiga, we'll look at Tshell.

Tshell, from Metran Technologies, is one of the better Amiga shells. It has been out for over one and one half years and was updated constantly by author Jay Ts. One of the great strengths of Tshell is that it is a complete product. It comes with many tools, such as a math shell (integer or floating-point) for doing calculations, and a program called dimmer, which turns off the screen in five minutes if you do not use either the keyboard or mouse. The titlebar program included in Tshell gives a graphic representation of memory usage, displays the current time from a clock and can move around the screen to where you want. There are other features of Tshell deserving mention, like the on-line reference manual. Just a keystroke away, this reference manual contains the entire documentation for Tshell. This on-line manual is one of my favorite reasons for using Tshell. I have stacks of owner's manuals and never seem to find the right one when I need it, which is usually five minutes ago.

Simple programs can be developed with Tshell, which acts as a simple interpreter with limited commands. This shell uses a UNIX-like syntax, and uses some C-

type commands such as conditional checking and strings manipulation. Tshell receives support directly from the author, who has always provided customer support. There is a demo version of this shell available from Metran. You may contact them for the current price. Having been an outspoken advocate of shells, I recommend them to anyone who uses an Amiga for more than playing games.

These three programs are useful programming tools for the new Amiga owner, or for the one who has recently begun programming this wonderful machine. Programs need not be newly written; they just need to do the task you have in mind. Take the time to learn about the old software before asking for new products. You may be pleasantly surprised.

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programs out that  
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III has, and a consid-  
erable number of  
them do not need to  
change that much.*

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### *Products Mentioned*

#### **DeluxePaint I, II, III**

Electronic Arts  
1820 Gateway Dr.  
San Mateo, CA 94404  
(800) 245-8525  
in CA (800) 562-1112  
Prices: \$79.95, \$99.95, \$149.95  
Inquiry #347

#### **Mavis Beacon Teaches Typing**

The Software Toolworks  
19808 Nordhoff Place  
Chatsworth, CA 91311  
(818) 885-9000  
Price: \$49.95  
Inquiry #633

#### **PowerWindows**

Innovatronics, Inc.  
11311 Stemmons Freeway  
Dallas, TX 75229  
(214) 241-9515  
Price: \$89.95  
Inquiry #411

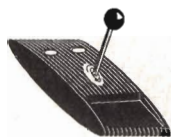
#### **Lint for the Amiga**

Gimpel Software  
3207 Hogarth Lane  
Collegeville, PA 19426  
(215) 584-4261  
Price: \$98.00  
Inquiry #375

#### **Tshell**

Metran Technologies  
P.O. Box 890  
West Oneonta, NY 13861  
(607) 432-4477  
Price: \$49.95  
Inquiry #476





# Entertainment



## 3-D Helicopter Simulator

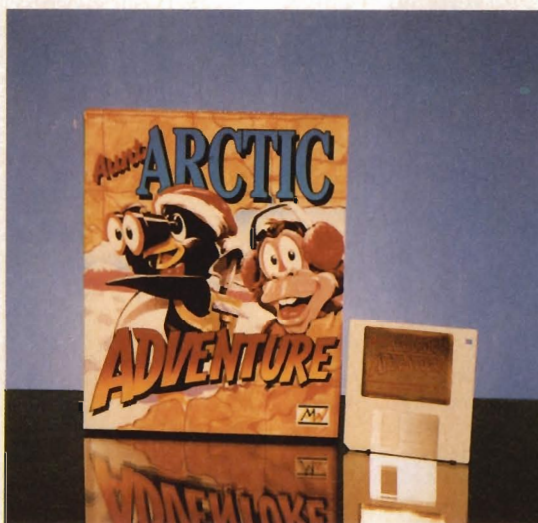
Sierra's 3-D Helicopter Simulator is the first flight simulator to feature 16-color high-resolution graphics with true 3-D quality. Advanced special effects make the 3-D Helicopter something special to play. The scan option to take in a 360-degree view of the surroundings. Operate the zoom control for close-ups. With incredible out-of-ship points-of-view, a player can watch himself fly a helicopter from ground level. There are four playing modes to choose from: flight, target practice, combat (with computer), or optional dual-player combat. There are various scenery files to choose from, as well, from a port city on the East Coast to a spaceship launching site. \$49.95 *Sierra On-Line Inc.*

## 3-D Pool

3-D Pool will immediately strike players as a radical departure from other billiards simulations. The most striking difference is that no cue stick is shown on screen. Instead of lining the stick up to the ball and shooting, with perhaps one or two angles from which to examine the shot, 3-D Pool does away with the cue stick and allows the player to rotate the table, providing unlimited angles of view for any shot. By rotating the table (as opposed to moving around it) left or right, up or down, players can obtain whatever viewing perspective they need. The cue ball is always in the center of the screen, and shots are made by lining up the object ball(s) with the cue ball. Players have complete control over the position of the cue, the amount and type of English on the cue ball, and the power behind each shot. 3-D Pool also differs from most billiards simulations in another fundamental aspect: it follows Monte Carlo, or European rules, instead of standard American regulations. Players in 3-D Pool can participate in practice games, two-player matches where they can take on a friend, or even in a tournament against computer players of varying skill levels. 3-D Pool also includes a demo game, and a special trick shot feature, where players can try to solve twenty of the most difficult, and popular, trick shots in billiards. \$34.95 *MicroProse*

## 4 in one!

Easy but fun. Four new and different games all on one disk. Play Slotcars, a fast action game for 1 or 2 players. Or entangle your opponent in a maze of wires in CircuitMania, for 1 or 2 players. Then try your hand at ShufflePuzzle, similar to sliding number puzzles but using beautiful color pictures. Finally, Follow That Tune by watching the bouncing boy jump from pedestal to pedestal playing a tune. \$14.95 *Polyglot Software*



## 4 x 4 Off Road Racing

Choose your own vehicle, race across grueling terrain against the clock, the computer, or another opponent. \$39.95 *EPYX*

## 4th & Inches

Joystick-controlled football simulation with spotter's P.O.V. from the press box. Players' energy levels decrease according to plays. \$19.95 *Accolade*

## 4th & Inches Team Construction Disk

Used with 4th & Inches, assemble your own teams for play. \$9.95 *Accolade*

## A Mind Forever Voyaging

Journey into the future as the first conscious intelligent computer in an anti-Utopian world. \$14.95 *Infocom*

## Aaargh by Arcadia

3-D hand-to-hand combat adventure featuring Cyclops or Godzilla on an action-packed quest for the Golden Dragon's egg. Rampage through frontier fortresses, a medieval castle, Mayan ruins, Egyptian temples, and everything else in sight. \$ 34.99 *Electronic Arts*

## Action Fighter

Get ready for dangerous chases and high-speed thrills as you take the driver's seat in this arcade hit home computer version. You are the Super Rider, instructed to carry out five air and ground battles. Start out on a motorcycle, but if you find the right parts along the road, it transforms into a supercharged car or a state-of-the-art aircraft. \$39.95 *Mindscape Inc.*

## Advanced Dungeons and Dragons:

### Heroes of the Lance

Enters you along with eight skilled companions into the ruins of the temple Xak Tsaroth. Here you will battle against Khisanth's evil creatures for the magic key. \$39.95 *Strategic Simulations*

## Adventure Construction Set

One to four players can build their own graphic and text adventure from a library of existing playfields, characters, weapons, objects, and sounds. Or create game paraphernalia of your own design. High resolution, realistic sound. Pre-defined themes include: fantasy, contemporary mysteries, spy drama, and sci-fi. \$19.95 *Electronic Arts*

## Adventure Workshop

The Adventure Workshop is a complete package that allows users to create their own working graphic adventures. Adventures can use IFF graphics and sounds. A disk of common adventure graphics is included for use in your own adventures. Price unavailable. *SunRize Industries*

## After Burner

Pilot an F-14 Tom Cat through a variety of rescue missions in the home-computer version of the arcade smash hit. Feel the rush of being airborne as you control air speed, flight direction and weapon selection. \$49.95 *Mindscape Inc.*

## Age of Sail

Relive 17th-19th century tactical naval battles. 2-40 players. Play on one Amiga, via null modem, or via bulletin board service. \$39.95 *McLean Simulations*

## Airball

The Evil Wizard has turned you into an Airball—with a slow airleak. You must search over 300 rooms to find the spellbook, which contains the ingredients needed to turn you back into a human. Hurry, before you run out of air. \$39.95 *Microdeal*

## Ajax

Engage in intense combat with jet fighters, tanks, ships, helicopters, and aircraft carriers as you try to save the Earth. Joystick controlled. For one player only. Available November 1989. \$44.95 *Konami Inc.*

## Alien Fires-2199 A.D.

Scientific role-playing. Assume the role of Time Lord, a mythical time traveler, and seek out a time machine you must destroy at all costs. Customize your character: decide on





# Entertainment

strengths and weaknesses in fighting, diplomacy, dexterity, etc. Rock soundtrack, digitized sound, speech synthesis. Smooth scrolling 3D color graphics. Sophisticated character interaction. \$39.95 *Paragon*

## Alien Syndrome by Sega

Players must rescue their comrades who are trapped inside an alien-infested genetic laboratory. You must destroy the evil mutants before the lab's self-destructing mechanism explodes—with them in it. \$39.95 *Mindscape Inc.*

## Alternate Reality: The City by DataSoft

Fantasy role-playing adventure game. Explore The City, fully populated with new creatures. Secret doors lead to adventure. Internal clock times sunrise and weather. \$39.95 *Electronic Arts*

## Amegas

Amegas is a wild, fast-paced game written to take full advantage of the Amiga's amazing speed, graphics and sound! Bounce, shoot, slam, and juggle your way through forty challenging screens. Every screen has its own surprises and it will take quick reflexes to deal with all the action, sounds, and sights! This game is addicting! \$34.95 *DigiTek Software*

## Andromeda Mission by Demonware

As a player, you are elected to save the human race from an evil unknown to mankind. (retail sales only) \$39.95 *American Software Distributors*

## Annals of Rome by DataSoft

You are the leader of the ancient Roman senate dated back to 273 BC. Foreign and civil wars. \$34.95 *Electronic Arts*

## Aquaventura

Multi-level arcade game that moves solid objects, on a fully featured smooth scrolling 3D playfield at phenomenal speed. A product that stretches 16 bit technology to its limits in graphics, sound, gameplay and cubic destruction. \$39.95 *Psygnosis Limited*

## Arazok's Tomb

You're the reporter, investigating a story about an ancient underground city rebuilt in a land of the supernatural, diabolical, and deadly. It is full of mystery, magic, and evil. \$19.95 *Aegis Development Inc.*

## Archipelagos by Fanfare

Archipelagos is a 3D, challenging, arcade game which begins in a faraway planet where a group of Ancients played with worlds of thought. Their thoughts created 10,000 archipelagos. In this mouse-controlled game, the player has a three dimensional view, above ground, which can be rotated 360 degrees to see all around. The player's task is

to clear obelisks from each of the 10,000 archipelagos. To destroy each obelisk, the program user must first remove its power source by destroying all the standing stones. \$39.95 *Britannica Software*

## ArcticFox

Use your high-tech snow tank to defend the South Pole from alien invaders. 3-D landscapes, varying terrain, changing weather, more. \$19.95 *Electronic Arts*

## Arena

What kind of shape are you in? Find out in track and field events. \$39.95 *Psygnosis Limited*

## ARKANOID

Brick and paddle arcade game. Digital stereo sound, 66 levels of play. Features breathtaking animation and digital quality sound in a game that tests your reflexes and challenges your split-second decision-making skills. Deflect the rebounding energy ball to destroy mesmerizing brick formations. Each level is tougher than the last. \$29.95 *Discovery Software International*

## Art of Chess

Play with the Grand Masters, beautiful graphics. \$24.95 *Anco Software USA Inc.*

## Arthur: The Quest for Excalibur

In Arthur: The Quest for Excalibur, players get the chance to fulfill their destiny as they assume the role of the youthful Arthur on a quest for Excalibur, the legendary sword that will make him King of England. Arthur brings Arthurian legend to life with rich, evocative prose, mythic characters, and more than 100 captivating graphics evoking medieval England. As an eel, owl, salamander, turtle or badger, players can go places and do things that would otherwise be impossible. How players use this power, and how they solve the myriad puzzles that confront them, will determine the success of their quest. Now available. \$49.95 *Infocom*

## Aunt Arctic Adventure

New multi-level arcade game with challenges and surprises for the experienced gamer. Charlie the Chimp has talked his good friend Penguin Pete into helping him rescue his Aunt, who has been kidnapped by Big Borus, the evil ringmaster, who has forced her to work in his circus in the Arctic. You must battle your way through each of 50 levels. Full stereo sound effects and music. 5400 full-color screens. \$39.95 *Mindware International*

## Aussie Joker Poker by Joker Software International

A computerized card game where the computer acts as the dealer and croupier, while up to 90 players compete against one another. Purchasers who believe they are

among the top 25 poker players are able to play in a special competition mode and may enter their scores for consideration in an Aussie Joker Poker Hall of Fame. \$14.95 *Mindscape Inc.*

## Autoduel

Build the biggest, baddest, heaviest armed car you can to carry out an FBI mission. An adaptation of Car Wars, the package includes one disk, a road map, driver's handbook, and a tool kit. \$39.95 *Origin Systems Inc.*

## Awesome Arcade Action Pack by Arcadia

Three great arcade games: Sidewinder, Captain Zod, and Blasta Ball. In Sidewinder, you'll pilot a spaceship through 3D scrolling screens to kill the alien Star Killer. Captain Zod leads you through 14 levels of attack from vicious Xenon aliens. Blasta Ball is 37th century ice hockey. \$49.99 *Electronic Arts*

## Axe Of Rage

A fast-action game with bizarre characters like the barbarian, Pith-Doff Man, the Gargantuan Phlegm Launcher and many more. Players choose the character of either Gorth or Princess Mariana. Their quest is to find the evil sorcerer Drax and stop him from shrinking humankind's brain capacity in an attempt to throw civilization back millions of years. Over 10 axe moves on 18 gross creatures in 18 wierd chambers. \$49.95 *Epyx*

## BAAL

Addictive mixture of strategy and arcade action featuring: 8 way scrolling through 3 distinctive domains, multi-level. More than 100 monsters and 400 traps. You are the leader of the Time Warriors. Can you save earth from the evil BAAL? His army of undead has stolen an awesome weapon of destruction, a War Machine. Can you succeed in fighting off his monstrous demonic beasts? The alternative is literally 'Hell on Earth'. \$39.95 *Psygnosis Limited*

## Bad Dudes

Intense street fighting action game. \$44.95 *Data East USA, Inc.*

## Balance of Power

Takes all the features of the original award winning game and adds numerous enhancements to reflect the current amplified state of world affairs. Be a superpower leader in this nuclear-age strategic simulation pitting the U.S. against the U.S.S.R. \$49.95 *Mindscape Inc.*

## Balance of Power: The 1990 Edition

Experience first-hand the pressures and challenges of global leadership in the updated and expanded version of Chris Crawford's award winning geopolitical simulation. Includes an updated and expanded database, a multipolar level where





minor countries make foreign-policy decisions, and develop a council of advisors for national crisis. \$49.95 *Mindscape Inc.*

## Ballistix

Played on over 130 different pitches. You've got to score more goals than your opponent, whether it's another humanoid or the computer. Everything from ball speed to control to pitch design to number of players can be selected from the opening screen. \$34.95 *Psygnosis Limited*

## Ballyhoo

Rescue the circus owner's kidnapped daughter in an adventure behind the scenes at a circus. \$14.95 *Infocom*

## Barbarian

Can you become Hegor the famous dragon-slaying, monster-mangling Barbarian? Can you handle the adventure, the frenzied attacks, the hidden traps? Your quest: To destroy the lair of the accursed Necron. The prize: The kingdom's crown. You must rely on your wits, conquer your innermost fears, use every skill and weapon available to you. \$39.95 *Psygnosis Limited*

## Batman the Caped Crusader

It's two exciting games in one. Now you can thwart the Penguin or the Joker and crack the world's most baffling crimes as Batman, the Caped Crusader. First a flock of web-footed warriors, then a barrage of bomb-throwing buffoons. This could only be the diabolical doings of you know who... An umbrella factory? Robotic penguins? Looks like the infamous jailbird's out again on another felonious fling! Can you locate the Penguin's master computer. Clip his wings and pull the plug on his squawking thugs. Quick to the utility screen! Batarangs! Batgrenades! And a banana, for boosted crime-fighting energy. A booby trapped funhouse? A circus of clones? The crown prince of crime is about to deal his most heinous hand ever! Can you rescue the imperiled Robin? Dethrone the Joker and defuse his troupe of doomsday duplicates? \$44.95 *Data East USA, Inc.*

## BattleDroidz by DataSoft

3D, animated competition game based on the brutal gladiator games of ancient earth. The Master Computer, Kronos Prime, has designed a series of warzones with 5 levels of difficulty. Players maneuver through landscapes of rolling digital hills, plummeting concrete cliffs, and searing acid pools. Armed with smart bombs and photon guns, the BattleDroidz must conquer each warzone by capturing the energy keys that unlock the entrance to the next zone. \$34.95 *Electronic Arts*

## Battleship

Based on the board game, Battleship pits you in head to head action against another navy. \$29.95 *EPYX*

## Battle Squadron

Arcade action shoot-'em-up with over a half hour of different graphics. 3 levels of play. Cameleon ships that fly towards your ship(s). 2 can play simultaneously. Excellent graphics, superb playability, music and sound effects. \$39.95 *InnerPrise Software*

## BattleTech: The Crescent Hawk's Inception

Authentic BattleTech combat is yours to command. Exciting, animated role-playing action. All new, richly detailed story set in the world of the Successor States. Emotive outtakes in the Japanese comics style increase the realism. Plan your own battle tactics, or let the computer determine strategies for you. Your Battletech package contains the game disk, Player's Guide, Weapon and 'Mech Recognition Guide, and Full color poster. \$49.95 *INFOCOM*

## Better Dead Than Alien

Space age game for those brave enough to face the alien menace. You and fearless hero Brad Zoom must battle wave after wave of slimy alien creatures who ooze and slither down the screen looking for a quick lunch. Comical graphics and clever sound effects make Better Dead as much fun to watch as it is to play. \$34.95 *Discovery Software International*

## Beyond 2400 A.D.

Step into the blistering action and strategy of futuristic urban combat in this space age, role-playing adventure game. As a new arrival on the planet XK-120, you are chosen by the beleaguered underground resistance to lead the revolution against sinister robot oppressors and restore freedom to the city of Metropolis. Unparalleled, smooth-scrolling, state of the art graphics with a slightly tilted, top-down perspective. Provides a large, detailed city with 9 levels and a huge underground passageway system. \$29.95 *Origin Systems Inc.*

## Beyond Dark Castle

In Activision's newest action/strategy title, return with Prince Duncan as he ventures on a mission to conquer his mortal enemy, the Black Knight. Players find themselves back in the dreary, damp castle and they must combine their best strategic tactics with quick action in an all-out adventure. A sequel to Dark Castle, this title features third-person perspective where players are continually challenged with animated creatures and seemingly inescapable castle rooms. Available October, 1989. \$29.95 *Activision*

## Beyond Zork

Design your own character to unravel the mysterious disappearance of the Wizards of Quendor. Characters have new weapons and abilities. Includes onscreen map. \$49.95 *Infocom*

## Bingo Parlor

Talking bingo game for 1 to 10 players. Menu choice of game, speed, voice. 320 x 200 resolution. \$19.95 *Silver Software*

## Bionic Commando

For two years, your people have struggled against invading forces. With your army reduced to a handful and your artillery depleted, further resistance seems impossible. But in a hidden underground laboratory, a team of scientists has at last perfected a new kind of fighting machine: a bionic arm that extends and contracts, providing unheard of strength and maneuverability. Combined with a arsenal of rapid-fire, armor-piercing, and heat-seeking weaponry, this will put the power of an entire army in the hands of one man... one carefully chosen soldier, who has what it takes to become a new breed of unstoppable commando... a Bionic Commando. And you are that soldier. \$39.95 *Capcom, U.S.A.*

## Black Lamp

A wonderful, witty, once-upon a time tale with extraordinary animation, fast arcade action and multiple levels for hours of addictive gameplay. This medieval melodrama pits the hero, Jolly Jack, against a host of animated animals. Characters include skull-dropping buzzards, evil eagles, spitting witches and the fire-breathing dragon. Romance, action, adventure, detailed backdrops and excellent animation make this a winner. \$24.95 *Rainbird Software*

## Black Shadow

Save Earth from a mysterious asteroid, outgun the enemy and bomb key installations. One player or simultaneous combat. \$34.95 *Scorpion Software*

## Blackjack Academy

Learn and practice the basics of Blackjack. Five player card table, dollar amounts up to \$9999.00, card toggles on and off. Use multiple table rules (Reno, Las Vegas, Atlantic City) or customize your own table. Pull-down help menu, color selectability, play strategies, game save and retrieve. Also includes quick reference card to help you make the best decision. \$39.95 *Microillusions*

## Blitzkrieg at the Ardennes

WWII battle simulation game. Full color graphics, digitized sound. Also available: 1 Meg version \$59.95; updates-\$10 plus disk. \$52.95 *Command Simulations*

## Block Buster

Knock down barriers by batting the bouncing ball. Make sure you avoid the sun bombs and catch those falling tokens. 9 weapons, 80 levels. Use the designer feature to build up to 48 more screens. \$14.95 *Mindscape Inc.*





# Entertainment

## Blockout

An addictive 3D challenge of thought and skill. Maneuver, rotate and position various 3 dimensional blocks, as they fall into the playing pit. Fit them together to form complete layers and the layer will disappear giving you more room to work. Options allow you to change the size of the playing pit, the block shapes, and the speed of play-making for literally thousand of combinations. Available October 1989. \$39.95 *California Dreams*

## Blood Money

Swap from submarine to helicopter to jet pack in your fight against the monstrous creatures and alien weapons assaulting you from all angles. Balance your budget throughout each of the four alien safari missions. And buying extra weapons isn't just a frill-it's a matter of life and death. \$49.95 *Psygnosis Limited*

## Blue Angels

Flight simulation. You perform over 25 actual air show maneuvers in 3 types of air shows and earn a place on the pilots Hall of Fame. Available October 1989. \$44.95 *Accolade*

## Bobo

The player joins poor Bobo Inzeeslammer, helping Bobo stay ahead of his menial chores and plan his escape. Bobo's no penal pushover! From morning to night, the player runs Bobo ragged trying to keep the ol' cell block ship-shape. \$34.95 *Antic Software*

## Bomb Busters

Defuse bombs through 100 levels of play on two disks. Save the world from terrorists. \$29.95 *ReadySoft, Inc.*

## Boomeroid

Witness outback bushman removing social undesirables from city park using spear and boomerang. These weapons follow graphed flight paths, with control through a mathematical equation. Also included: Mathbench graphing tutor, teaching graphing concepts, 20 questions to test knowledge on subject matter. Games uses concepts learned in tutor. \$39.50 *TSA Media*

## Bowling

Bowling action game. Player uses the mouse to throw the ball. \$19.95 *Silver Software*

## Breach

One player tactical squad combat game. Includes intelligent opponents, multi-level combat areas, many pieces of equipment, and several combat scenarios. Includes scenario builder. \$39.95 *Omnitrend Software Inc.*

## Breach 2

The campaign continues! Lead squads of marines into more sophisticated scenarios. Features animated play and digitized sounds. \$49.95 *Omnitrend Software Inc.*

## Bride of the Robot

Adult graphic/text adventure. The further adventures of Captain Brad Stallion. Miss Galaxy has been kidnapped by a runaway robot! Your mission is to rescue her. \$39.95 *Free Spirit Software*

## Bridge 5.0

A complete bridge playing simulation. Play with computer partner against two computer opponents. Supports both bidding and playing out of hand. Unlimited number of hands. Bidding based on the five-card major approach and uses the Stayman and Blackwood conventions. Program reviews the bidding, keeps score, and informs user of illegal play or bid. Auto-play mode for players who prefer the computer to make their bid. Quit, claim, or concede any hand during play. For advanced or novice players. \$34.95 *Artworx Software Company*

## British Open Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Carnoustie; Royal St. George's (Sandwich); Royal Birkdale; The Honorable Company of Edinburgh Golfers (Muirfield); Royal Lytham and St. Annes. 43 opens! \$20.00 *Moonlight Development*

## Bubble Bobble

These are two hungry Dino-Mights and they've got bubble fight'n fun down tight. You and your brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of bullies by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through over 100 screens of slap-happy suds. Got an appetite for fun, ...then get blowin! \$34.95 *Taito Software Inc.*

## Bubble Ghost

Help a mischievous spook guide a bubble through 36 rooms, catacombs, obstacles, and traps. \$19.95 *Accolade*

## Bureaucracy

Get your bank to acknowledge your change-of-address form while you entangle yourself in endless red tape that leads you to a ravenous llama and the top of a tree in the Zalagasan jungle. \$14.95 *Infocom*

## California Challenge

Scenery add on disk for The Duel. \$19.95 *Accolade*

## California Games

Play for a big-name sponsor as you surf, skateboard, roller-skate, and BMX race all through California. Specially marked game boxes give you a chance to win T-shirts, skateboards, watches, keyboards, sunshades, flying disks and jet skis! \$39.95 *EPYX*

## Capone

Action and adventure in Chicago's 1920s. Use your machine gun to beat the gangsters. Liven up the action with The Phaser, a real light gun sold separately. \$39.95 *Actionware*

## Captain Blood

Exciting graphics rule this game's intense action as Captain Blood blasts out his own clones. Invading the galaxy, Captain Blood's clones must be destroyed before they drain his energy. Stellar graphics, a unique icon-based language, thrilling flights through hyperspace. \$49.95 *Mindscape Inc.*

## Captain Fizz Meets The Blaster-Trons

You and a friend will put your minds together to figure out the tactics that will get both of you through the game's 20 fiendishly compulsive levels. Don't be surprised if you can't tear yourselves away! While there's no shortage of alien blasting in this game it's only there to give you and your partner the breathing space to work out what on earth to do next; like who's got the guts to sacrifice his life for the greater good of the game. . .and who knows, you may even get close to winning. \$29.95 *Psygnosis Limited*

## Carlos Monte's 7-Card Nopeekie

Feel like your on the boardwalk while brushing up on this poker-style casino game. \$19.95 *Erisian Software Products*

## Carlos Monte's Blackjack/Solitaire

Beat the dealer in do or die blackjack or solo a round of solitaire. \$29.95 *Erisian Software Products*

## Carlos Monte's High-Rolling Craps

For the gambler, complete the Carlos Monte collection with full craps rules and all casino options. \$19.95 *Erisian Software Products*

## Carrier Command

An addictive game of strategic warfare combining wild arcade action and stunning three-dimensional graphics. You are at the helm of a futuristic aircraft carrier equipped with fighter planes and amphibious tanks, missiles and virus bombs. Use up to 4 aircrafts and 4 amphibious vehicles simultaneously, to capture over 60 islands. Features 3D solid-filled graphics, smooth scrolling, fabulous sound and special effects. Your choice of action or strategy game, plus save-game option. \$44.95 *Rainbird Software*

## Casino Fever

Play and learn craps, roulette, blackjack and poker. Online help in craps and roulette. Mouse driven interface, Vegas odds. Works on any Amiga. \$39.95 *Ethos Development Co.*

## Castlevania

Fight ghosts, goblins, demons, wolves, and bats, all thirsty for your blood. Go up against



Count Dracula as he goes for your jugular. For one player only. Joystick controlled. Available December 1989. \$44.95 *Konami Inc.*

## Centerfold Squares

Adult-oriented game with digitized graphics. Play against a Centerfold opponent to uncover strategically positioned squares. Different skill levels from easy to nearly impossible. Graphics digitized using a proprietary process that combines the best features of modern scanning technology with the artist's finishing touches. \$29.95 *Artworx Software Company*

## Charon 5

ew design concept combines an addictive mix of strategy and fast-paced arcade action to produce an enduring game of epic proportions. The action takes place on 5400 full-color screens spread throughout 11 levels, enhanced by exceptional true stereo sound and music. \$34.95 *Mindware International*

## Chrono-Quest

Your quest begins in your father's chateau circa 1920, where you find his latest invention: A fantastic time machine. You are the prime suspect of your father's murder, but a letter from him leads you to think he has escaped into the future. You must find fragments of a magnetic card needed to drive the machine home. Brilliant graphics, full icon control, 3 disks. \$49.95 *Psygnosis Limited*

## City Defense

Defend cities from outer-space laser attacks. Includes limited missiles, mouse control. \$19.95 *Constellation Software*

## Classic American Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Seminole (Palm Beach, FL); Pine Valley (Clementon, NJ), ranked No. 1 in America; Spyglass Hill (Pebble Beach, CA); The National Golf Links of America (Long Island, NY); and Cherry Hills (Denver, CO). \$20.00 *Moonlight Development*

## Clever & Smart

Join the fun with the bumbling detective characters from Germany's most popular comic strip. They're on a mission of a lifetime trying to find the kidnapped Dr. Bacterius. Incredibly tricky program of strategy as these zany characters fall in and out of trouble and mischief. Package also includes The Crimes, a newspaper filled with clues that will help you solve the mysterious crimes. \$34.95 *DigiTek Software*

## Colossus Chess

This program offers exceptional graphics, four different sets of chess pieces, complete control over screen orientation (view board

from any angle), six playing modes. A unique feature is its ability to learn new lines of play based on its experience playing against opponents. \$34.95 *Artworx Software Company*

## Combat Course

A top-secret training camp for the military elite. If you make it, you'll be one of the few. Dynamite, grenades, dogs and trenches await you in obstacle courses and combat. Your unrelenting drill sergeant who shouts orders demands push-ups and hand-to-hand combat. Survive four levels. Joystick required. \$39.95 *Mindscape Inc.*

## Combat Zone

Dack MacKenzie is your name; most fearless and hotheaded one/man army this country has seen! Ballistics expert, tank operator and ace helicopter pilot, do whatever it takes to get the job done right the first time. Operation Skylark is your next assignment, the most difficult and dangerous yet. Enemy forces have been detected on American soil, and it's your job to stop them cold! Use combat skills to blast apart waves of enemy attacks! Get the job done right the first time...or it may be your last. \$14.99 *Keypunch Software*

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## Commissioner's Disk

For use with Earl Weaver Baseball and Season Data Disks, the Commissioner's Disk provides players with complete control of any baseball league imaginable. A sophisticated tool for managing league baseball, players may use it independently for real-life leagues, from Little League to softball leagues. Become General Manager, as players may draft and schedule a league, hire free agents, update player and team files, and trade up to five players at a time while attempting to operate a successful league. Player rosters and league schedules may be customized and printed once a team has been organized. Players accumulate statistics, view league stats by batting average, slugging percentage, pitching performance, and player position. Players may design their own ballpark or redesign the classics. \$19.95 *Electronic Arts*

## Contra

Pitted against the galaxy's fiercest foe, the Red Falcon, you'd better win or the world loses. You have a multitude of weapons at your disposal—from rapid fire machine guns to high-tech lasers. You'll sweat blood, fighting past complex mazes, underground security





# Entertainment

systems, and tropical forests surrounded by giant waterfalls and alien cannons. The ultimate test for the ultimate guerilla warrior. If you survive, the Earth survives. Features simultaneous play for two players or play against the computer. Joystick controlled. Available December 1989. \$44.95 *Konami Inc.*

## Conversation With a Computer

Entertainment package that doubles as a program guide. Includes full-featured checker program. \$34.50 *Jenday Software*

## Corruption

A fast-paced illustrated interactive adventure game about power, profit, double-dealing and deceit. Powerful graphics reflecting the financial world and underworld of London plus an expansive vocabulary that lets you interact with over fifteen characters in everyday language. This compelling adventure tests your skill at manipulating characters and extracting information to solve the puzzle. Recommended for adult minds only. \$44.95 *Rainbird Software*

## Cosmic Bouncer

Before, you were just another yellow tennis ball at the mercy of every insensitive tennis player. Back and forth. Day in, day out. But not any more! A freak computer mishap momentarily aimed the genetic space-beam directly at you, bringing you to life. You begin your new role to boldly bounce where no ball has bounced before to earn the title of Cosmic Bouncer! Bounce and dodge through more than 20 levels of action and surprises. \$29.95 *ReadySoft, Inc.*

## Cosmic Relief

Find Professor K.K. Renegade, the only man who can save the Earth from asteroid devastation. Direct one of five explorers over caverns, across a tightrope, even over the clouds on a vacuum cleaner as you try to find the Earth's only hope. Use tools you find along the way to help in your quest. Well-done, humorous graphics and stereo soundtrack. \$34.95 *Datasoft*

## Craps Academy

Learn the mysteries of the craps table in the privacy of your own home. Graphics and special effects teach you the rules of the game. A 4-player table allows 5 friends to play at once, animated dice with scrolling table, complete glossary of buzz words, instant recap of recent game and player stats. \$39.95 *Microillusions*

## Crash Garrett

contemporary, action packed comic adventure, comic book format reveals stylish, detailed animated faces complete with speech bubbles and voice audio. Sophisticated, full-body surprise sequences appear throughout

to enhance the story line. Players direct the characters by entering commands or take cues from the action that proceeds unprompted. Set in the late 1930's, ace flyer Crash Garrett escorts you through the Hollywood scene to rescue sultry gossip columnist Cynthia Sneeze from sinister Nazi mastermind Baron von Engel Krul and his cronies. \$39.95 *Antic Software*

## Crazy Cars

Race in The American Cross Country Prestige Cars Race, the world's craziest race. Over six tracks cover the U.S. in 72 stages. Complete the race before time runs out and get a faster car. Start with a Mercedes 560 SEC, then a Porsche 911 Turbo. Work up to a Lamborghini Countach, and if you're good enough, a Ferrari GTO. \$39.95 *Titus Software Corp.*

## Creature

Distress calls received from deep space report hostile alien life forms, and you are the only space security captain within range. Will your light phaser (sold separately by Actionware) be enough to stop the aliens? And what of the rumors describing an unstoppable beast that lurks within the walls of the space station? This may turn out to be your worst nightmare. For it is... Creature! Also uses mouse. Available October 1989. \$39.95 *Actionware*

## Crystal Hammer

Breakout game with 30 levels of play for one or two players. 8 differently programmed crystals, "intelligent" enemies, smooth scrolling. \$19.95 *Constellation Software*

## Cutthroats

You're an expert diver working with a cutthroat gang to salvage a shipwreck's sunken treasure; but you can't afford to let the gang get their hands on it. \$14.95 *Infocom*

## Dark Castle

Conquer numerous perils and defeat the Black Knight in the Castle of Doom. Search the castle's halls; but watch out for the bats, rats, vultures, mutants, magic brooms, and whip and rock wielding henchmen. 14 levels of increasing difficulty. Animated color graphics and digitized sound effects. \$44.95 *Three-Sixty*

## Dark Side

An alien race seeks the final destruction for humanity. Their awesome doomsday device, the Zephyr One, is programmed for the final assault. Armed with laser, shields and a jet power pack, you must infiltrate a heavily guarded military zone and destroy the Zephyr One. Features Freescape, the ultimate smooth scrolling, solid 3D system. Observe your entire surroundings in 3D first person perspective. \$39.95 *Cinemaware Corp.*

## Datastorm

The explosion of the planet Xerxes plunged its eight orbiting colonies into deep space. Forced to rebuild, they are seeking out a new home planet. You must guide and protect the eight survival pods through their dangerous voyage and lead them to sanctuary. Fight up to 128 intelligent enemies simultaneously, 3 skill levels. Special powers include: shields, smartbombs and cloaking devices. \$39.95 U.S.; \$49.95 CANADA *Visionary Design Technologies Inc.*

## Deadline

Whodunnit murder mystery with 6 suspects and a 12-hour time limit. \$9.95 *Infocom*

## Death Sword

Fight to the death for Princess Mariana in this arcade sword adventure. Great color graphics and sound effects. One or two players. \$39.95 *EPYX*

## DeathBringer

ravel across a vast wilderness. Explore hidden forests, dark castles, forbidden towers and secret temples. Much lies concealed just beyond your view. Become the leather-skinned barbarian who ventures to save Mezron from certain destruction. Unless you find the where-abouts of the magical gems before Azazel the DeathBringer does, his powers will be unstoppable! \$39.95 *Cinemaware Corp.*

## Defcon-5

Strategy is the key to survival. Authentic SDI "Star Wars", computer/computer simulation. Using realistic military commands, you are in control of our Star Wars space based defense system. Orbit laser neutral particle beam emitters. Electro-magnetic launchers and nuclear posts. Control surveillance system and destroy missiles from eastern enemies before they destroy the earth. Great graphics and real-time action. \$39.95 *Cosmi Corp.*

## Deja Vu II: Lost in Las Vegas

You've already had plenty of excitement in the last 48 hours. You've been abducted by two thugs from Chicago, grilled by the notorious Las Vegas mobster and tossed into a bathtub in a cheap hotel. Could it possibly get any worse? Choosing your own path through the mystery, you select from a multitude of clues that may help save your neck, or lead to an early demise. \$49.95 *Mindscape Inc.*

## Deja Vu: A Nightmare Comes True

Mystery adventure with graphics. Solve the murder, clear yourself of suspicion, and regain your memory. \$49.95 *Mindscape Inc.*

## Demon's Winter

A fantasy role-playing game set in an immense, highly detailed world that promises





days of discovery, adventure and excitement. The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. These qualities increase as the game progresses. Although Malifon is trapped inside a volcano, he is far from powerless. Gathering all his energy, he cast a spell so mighty that the entire world was thrown into a deep, frigid winter. You must search the lands and seas for the spells needed to trap Malifon forever and undo his curse. \$29.95 *Strategic Simulations Inc.*

## Denaris by Hard Wired

Throughout time, man has been a victim of his own intelligence and his insatiable thirst for knowledge. The planet Denaris is a horrifying example. Scientists created Machines which became so sophisticated they no longer depended on man, so began a rule of tyranny. The Denarian people tried in vain to destroy the Machines with a mighty ballistic missile, but from the ashes of the nuclear fires the Machines rose up more powerful than ever. Trapped in an underground stronghold, now the Denarians only hope for freedom is the DS-H75 Eagle Fighter, an ultra refined space glider. Control the Eagle Fighter in this epic crusade against evil... and win freedom at last for Denaris. \$39.95 *Gold Disk*

## Destroyer

WWII in the Pacific on a U.S. naval destroyer. Manage the entire ship, or man a single station. Torpedos, anti-aircraft guns, depth charges, more. \$39.95 *EPYX*

## Diablo

Keep the ball rolling by laying the tracks down in front of it. \$29.95 *Classic Future*

## Dinowars

Play against the computer or another player, an interactive strategy with fully animated arcade sequences and a complete encyclopedia. Join forces in two opposing armies featuring eight of the best known dinosaurs of the prehistoric era. Choice of 5 different board setups. A multiple disk package. \$39.95 *DigiTek Software*

## Distant Armies

The playing history of chess. Includes 10 forms of chess, each programmed with its own board, pieces, and rules. Several levels with two and three dimensional views; extensive on-line description of each game's history and rules. Includes Chaturanga, Chinese Chess, Burmese Chess, Shatranj, Byzantine chess, Medieval Chess, Courier, Turkish Chess, Decimal Chess, and Maniac. \$44.95 *Eagle Tree Software*

## Distant Suns

Distant Suns is version III of the award winning Galileo planetarium simulation. Distant Suns won the '88 CES (Computer Electronics Show) award for the most innovative educational product and AMAZING COMPUTING's best educational product for '89. Distant Suns turns your Amiga into a planetarium. The sky can be viewed from any place on Earth or from the North Pole lying on your back looking upward in planetarium mode. The program accurately replays 10,000 years of what the sky looked like and it projects 10,000 years into the future. It is a very beautiful and realistic color simulation of the sky created by R. Mike Smithwick, a NASA astronomer, and published by Virtual Reality Laboratories. This vastly complex program fully uses the power of the Amiga, but Sky and Telescope magazine says, They are complex programs you can learn to operate so quickly and effortlessly. Galileo (now Distant Suns) is fun, in addition to being powerful and visually stunning. Available October 20, 1989. \$69.95 *Virtual Reality Laboratories, Inc.*

## Dominoes

Classic board game with 3-D graphics. Easy to learn, hard to win. \$12.95 *Polyglot Software*

## DONDRA—A New Beginning

The first installment of the Questmaster series. Find the Crystal Prism of Heheutotol. Animated sequences, cartoon-style graphics. Price unavailable. *Spectrum Holobyte*

## Double Dragon by Arcadia

Arcade hit about Billy and Jimmy Lee, twin brothers learning to fight on the cold, tough streets of the city. Their expert knowledge of martial arts and their street smarts have made them formidable fighters. Help them pursue the gang that has kidnapped Billy's girlfriend and win the final confrontation. A fighting classic! \$39.99 *Electronic Arts*

## Double Dribble

The ball is in your court, and it's time for a little 5 on 5. You know every trick in the book; but so does your opponent. He'll match you man for man, move for move. Slams, steals, switching defenses, fast breaks, you name it. The clock is ticking; the coach is screaming; the pressure's on. Will it be in the hoop...or in your face? Features simultaneous play for 2 players or one player against the computer. Joystick controlled. Available January 1990. \$39.95 *Konami Inc.*

## Downhill Challenge

Ski-racing simulation allows players to compete in downhill, slalom, giant slalom and jumping events. Three levels; 3D animation. \$29.95 *Broderbund Software Inc.*

## Dr Doom's Revenge

An interactive comic book. State of the art full screen comic book pages, drawn in dazzling color and featuring the authentic marvel look. Each page of the game shows Spidey and Cap's progress through Doom's castle. Over 30 challenging arcade sequences give you control of Spiderman & Captain America as they battle Dr. Doom & his super villains. \$39.95 *MicroProse*

## Dr. Plummet's House of Flux

More than a run-of-the-mill gravity game. It is 28 screens of the most bizarre, humorous and frustrating challenges in the universe, spread over four selectable missions, each one more difficult than the last. It's fighting aliens and twisted, unpredictable forces of Dr. Plummet's fortress. But best of all, it's the most entertaining way to turn off those overworked brain cells for a while. \$34.95 *Microillusions*

## Dr. Xes

Psychotherapeutic game uses artificial intelligence techniques and speech synthesis to discuss your mental health and well-being. Descendant of Eliza, by Joseph Weizenbaum, with four times the vocabulary. Develops cognitive model of patients. \$39.95 *Finally Technologies*

## Dragon's Lair

The much-awaited arcade classic. Six digitized disks bring the coin-op laser legend to the Amiga. As Dirk the Daring, you'll try to rescue Princess Daphne from the evil Dragon, Singe. Requires 1 MB RAM. \$59.95 *ReadySoft, Inc.*

## Dream Zone

Graphics adventure game set in the land of your dreams. A mad scientist's elixir has turned your dream world into a reality. It's up to you to call upon your logic, imagination, persistence, and sense of humor to locate and overcome the source of your nightmares. Over 100 exotic locales to explore while conversing with multitudes of people, animals, and things. Type simple English commands or click on objects to collect objects, seek clues or invite company on your journey. \$49.95 *Baudville*

## Dungeon Construction

Set up new labyrinths and scenarios, or create monsters, treasures, and magic items. \$39.95 *Microillusions*

## Dungeon Master

Real-time dungeon exploration with 3D view. Levels upon levels of monsters, puzzles, and more. Mouse only interface. Quick reference answers manual available; see Books and Video section. \$39.95 *FTL Games*





# Entertainment

## Dungeon Quest

A graphic adventure featuring state-of-the-art pictures and sounds. Follow your journey through dark castles and forests. \$49.95  
*Image Tech*

## Earl Weaver Baseball

Baseball simulation game challenges your skill as a batter, pitcher, fielder, and manager. \$49.95 *Electronic Arts*

## Earl Weaver Baseball Data Disk

Statistics from 1986 major-league teams. \$19.95 *Electronic Arts*

## EbonStar

Skill and strategy. Avoid satellites, armed drones, and the Warp, to destroy competitors by hurling them into the synthetic black hole. 1-4 players, 50 levels of complexity. Fast paced free flowing graphics and animation are sure to keep you captivated! \$34.95  
*Microillusions*

## Echelon

True simulation puts you in control of the C104 and in the heart of the action. You operate the craft from inside control room. As the top ISF pilot, you are in command of the C104 Tomahawk stationed in patrol zone 106. As the only patrol craft in the zone, you must fly daily reconnaissance missions. Search for artifacts and clues that reveal location of the space pirate stronghold. \$44.95 *Access Software*

## Eliminator

Space highway arcade game. \$34.95  
*MicroProse*

## Elite

Elite combines the elements of strategy and shoot'em up arcade action in a sensational test of skills. Your goal is to reach supreme status of Elite. This challenging program is a test of combat all the way. How you acquire the needed skills is up to you. \$34.95  
*Rainbird Software*

## Emerald Mine

Arcade adventure with over 100 levels. Collect jewels, avoid obstacles, and beat the clock in an emerald mine. \$19.95  
*Constellation Software*

## Empire by Interstel

Stop the imperialistic Krellans from total domination of Alliance airspace in this strategic simulation that features global conflict, conquest, and empire building for one to three players. Begin with one city on a large unexplored planet and try to capture cities and build up a defense against the Krellans. Features air, land and sea combat and a large arsenal of weapons. \$49.95  
*Electronic Arts*

## Enchanter

You are a novice magician in a world of wizards and spells. Combat the Evil Warlock, using spells you've acquired through your travels. \$14.95 *Infocom*

## Enchanter Trilogy

Enchanter, Sorcerer, and Spellbreaker all in one package. \$29.85 *Infocom*

## Enlightenment

Trek through desert, swampland, caverns of darkness, and more to destroy the evil Acamantor in this fast-paced action adventure game. Enlightenment conjures up all the power and magic you could ever imagine in one game. Its fast-paced adventure keeps you blasting and baffling your enemies at every turn. Superb effects in sight and sound, 15 treacherous levels, 32 different spells and a two-player option set this game apart from all others. Summon your master magician and elementals to aid you in your quest. \$24.95  
*Rainbird Software*

## European Challenge

Scenery disk for The Duel. Journey through Germany, Switzerland, Holland, France, Spain and Italy. \$19.95 *Accolade*

## Eye of Horus by Fanfare

Eye of Horus is an exciting brilliantly designed game set in ancient Egypt with several levels of interaction. The game begins as the player assumes the role of Prince Horus out to avenge the death of his father, King Osiris, who was killed by his half-brother Set. Inside the intricate mazes, the player must locate and return all seven pieces with the use of the TET amulet. The player will then receive the strength needed to confront Set. \$39.95 *Britannica Software*

## F-19 Stealth Fighter

Features an advanced cockpit with two multi-purpose display screens, a radar scope and 3D window viewing with a superimposed heads-up display (HUD). More than 30 separate controls are used to regulate flight, engage in combat and surveillance and maintain the plane's electromagnetic profile. Scenarios are based on missions Air Force pilots have flown in training or actual missions. The action moves at Mach speeds on missions in North Africa, Central Europe, the Persian Gulf and the North Cape of Scandinavia. Provides a constant challenge for beginning and expert game players. The game features authentic, state-of-the-art weapons and threats with heat-seeking, radar-homing and video guided missiles, plus laser-guided and free-fall bombs. Available December 1989. \$69.95 *MicroProse Software, Inc.*

## F/A-18 Interceptor

Fly the F/A-18 Interceptor into combat to defend Air Force one. Includes six combat missions, free flight, and a training mission. In free flight mode, you can try to fly under the Golden Gate Bridge or over Alcatraz. Land on the U.S.S Enterprise on a training run. Variety of weapons, 3D graphics, real-time digital map, first person perspective, zoom function, ejection seat, and sound effects. Requires minimum 512K; 1 MB suggested. \$49.95  
*Electronic Arts*

## F40 Pursuit Simulator

At the wheel of the fabulous Ferrari F40, tear through four states in search of the quickest way to accomplish your mission. Plan your route carefully from the map of each state displayed on screen. It will show the actual byways that you can speed on. Your Ferrari features the latest radar, enabling you to detect police road blocks. Realistic 3D road junctions, hills and superb graphics. \$44.95  
*Titus Software Corp.*

## Face Off

Ice hockey simulation where you must master the skills of staying on the ice as well as dealing with the other players. Be prepared for the body checks, foul and rough plays. This game puts you in league competition with a one or two player option. \$24.95 *Anco Software USA Inc.*

## Faery Tale Adventure

Guide 3 brothers on a quest to save the land of Holm from the forces of night. Traverse caverns, mazes, forests, mountains, deserts, islands, castles, and more. Over 19,000 playable screens. 3D overhead perspective lets you watch as goblins, skeletons, and ogres pursue the brothers. Music changes to foreshadow action, just like in the movies. Adjustable music and sound. \$49.95  
*Microillusions*

## Falcon

Become the pilot of a realistic but playable F-16 simulation. Controls, head-up displays, and radar conform to current avionics of the F-16A. Game includes twelve missions which vary from air to ground bombing runs to dogfighting up to three enemy MiGs at a time. The most outstanding feature is the ability to go head-to-head against an opponent on a second Amiga. Advance from 1st Lt. to Colonel with increasing abilities such as the Immelman, yo-yo's, loops, and scissors. Incorporates real action sounds, including engine start-up, machine gun, missile launch. Four cockpit views and three tower views, zoom-in and zoom-out features. So realistic, Falcon is being used in a military aircrew training program. \$49.95 *Spectrum Holobyte*





## Famous Courses Disk Volume #1

Featuring Harbour Town, South Carolina; Sunningdale, London; Dorado Beach, Puerto Rico; and the most difficult and challenging course Pine Ridge. Each course features a scorecard printout, a top view, and an all new PUNCH feature which lowers the trajectory of the ball and assists in tree play. Requires World Class Leaderboard. \$19.95 *Access Software*

## Famous Courses Volume II

More golf course challenges for owners of Mean 18 include Inverness Club, Turnberry, and Harbour Town. \$19.95 *Accolade*

## Famous European Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Club de Golf Sotogrande, Spain; Chantilly, France; Falsterbo Golfklubb, Sweden; Club Zur Vahr, Germany and Royal Liverpool (Hoylake), England. \$20.00 *Moonlight Development*

## Fast Break

Three on three basketball with double-clutch, mid-air, of the glass animation. Go to the playbook for 15 offensive and 5 defensive pro-styles. Design your own plays with the exclusive Playmaker feature. View network television court perspective. \$44.95 *Accolade*

## Femme Fatale

A digital puzzle for adults. 10 exquisite girls digitized in full color. Large, full screen images. 5 difficulty levels (25, 40, 64, 80 and 100 pieces.) Digitized feminine voice assistance. Load/Save game options, hints, undo, status. Choose from our superb library of Digitized Data Disks or use your own images. Entertaining and addictive. \$34.95 *Graphic Expressions*

## Ferrari

Formula One Grand Prix Racing Race a full season on the international Grand Prix circuit. Compete against seven different drivers on 16 tracks. \$49.95 *Electronic Arts*

## Feud

A magical mystery with a vengeance! Take the part of a feuding medieval wizard and slug it out, spell for spell with an amazingly cunning computer opponent. Move through the stunningly illustrated world of Middle Ages England and fight it out with your Amiga! One player only. \$19.99 *Mastertronic International*



## Fiendish Freddy's Big Top O' Fun

A satiric, twisted laugh at circus events, using breakthrough cartoon-style animation and art. Take center ring on the trapeze or high wire, but watch out for Fiendish Freddy, a cynical circus saboteur who will thwart you at every turn. \$49.95 *Mindscape Inc.*

## Final Assault

Climb some of the world's highest mountains. Mountain climber Eric Escoffier acted as consultant to add to the game's realism. Players must select their backpack supplies from over 50 items. Variables include temperature, time, altitude, and physical condition of climber. Training course and safety guide included. \$39.95 *EPYX*

## Final Mission

Avoid enemies, collect objects. Dig and climb your way through 350 different levels. Dangerous mines, traps and energy fields will push you to the limit. Offers excellent graphics, sound and programming \$29.95 *DigiTek Software*

## Fire and Forget

The Earth is in turmoil and you must save it. You're the top commander of the Thunder Master, the world's ultimate fighting machine. Face three levels of six conflicts from guerilla to global war. Let Thunder Master's V-16 triple turbo engine and four-wheel drive speed you through enemy terrain. If you need help, radio to a partner. Let the commander of the magnetic levitation unit Thunder Cloud help you by manning the skies while you take the ground. \$39.95 *Titus Software Corp.*

## Fire Power

Arcade-style tank battle featuring one-to-one playability on split screens—against the computer, against a friend, or over the modem. Smooth scrolling graphics and animation gives the game a realistic feel.

Sound effects like tank engines, explosions, and helicopters keep you on your toes as you defend against the enemy and its helicopters. Rescue your troops and return them to first aid stations. Multiple fields and random flag locations allow a variety of strategies. Three tanks to choose from. \$24.95 *Microillusions*

## Fire Zone by DataSoft

Futuristic war game set in the 21st century lets you jump behind the wheel of a high-powered combat vehicle for a futuristic fantasy. European Combine and the Pacific League. \$34.95 *Electronic Arts*

## First Expedition by Interstel

You're Braun the Explorer, venturing in an unknown ocean world. Recover the three sun spheres and save civilization. \$49.95 *Electronic Arts*

## Flight Path 737

Learn to fly the 737. Start with solo flights to work toward your international license. Take off from a mountain surrounded airfield and navigate to a landing on the other side. \$24.95 *Anco Software USA Inc.*

## Flight Simulator II

Cessna 182 single-engine plane flight simulator. Over 120 airports, 5 scenery areas. Full instrumentation, many features. \$49.95 *subLOGIC Corporation*

## FootMan

Many levels and life-like sound make FootMan a classic arcade game. Two different games, simultaneous 2-player mode, and full maze also included. \$39.99 *Incognito Software*

## Fortress Underground

Use a battle helicopter to search and destroy an enemy power station in a 640-screen underground cavern. \$19.95 *Constellation Software*

## Foundation's Waste

Use a stolen aircraft to escape from the evil planet. \$34.95 *Scorpion Software*

## Freeway Massacre

Driving simulation. You play the Freeway Vigilante on the California Freeway. \$39.95 *Teknoware*

## Fright Night

You're Jerry Dandrige, and you've got twelve hours to bite everyone in the house before they stake it to you. Game play by Steve Bak and graphics by Pete Lyon. \$39.95 *Microdeal*





# Entertainment

## Frostbyte

Help Hickey the Kreezer rescue his friends from the crater-dwelling ghouls. Pick up sweets to help Hickey move faster, jump higher, and fall further. Beat the clock or your man is dead Kreezer meat. \$29.95 *StarSoft Development Laboratories*

## Galactic Conqueror

Fast action of a coin-op machine and the sophisticated strategy of a computer. Located in the center of the galaxy is "Gallion", the supreme headquarters of the stellar league. They have detected an enemy invasion. As the only one with enough experience to handle a strategic conflict, you will be sent to stop the invasion. Which of the 416 planets will be the most important to liberate and aid in the battle? Which planets may not be counted on? Join a training mission at any time, to increase your skills and attain a higher level of performance. \$44.95 *Titus Software Corp.*

## Galactic Invasion

Intergalactic dogfight. Invade the enemy galaxy and capture and destroy their satellite stations. Find material to build the ultimate doomsday weapon. Real-time interactive graphics, digitized stereo sound, computer opponent, 3-D galaxy complete with stars, planets, moons, suns, and asteroid belts. \$24.95 *Microillusions*

## Ganymed

Fight the enemy hordes on Ganymed and win back your planet. \$29.95 *ReadySoft, Inc.*

## Gauntlet II

Arcade adventure game with dungeons, traps, and treasures. Thor, Thrya, Questor, and Merlin all return once again to explore and conquer the Dark Dungeons. With over 100 new mazes, have your friends join in at any time with the up to 4 player option. Cutting edge programming, superlative graphics, and sound make this the best home-computer translation of an arcade hit! \$49.95 *Mindscape Inc.*

## Gettysburg: The Turning Point

Reenacts the three day Gettysburg Civil War battle in 42 turns. Command-control system shows the effects of the commanders, ammunition points, fatigue, and other factors. Basic, intermediate, and advanced modes available. Computer allows you to play the Blue or the Grey. \$59.95 *Strategic Simulations Inc.*

## GFL Championship Football by GameStar

Arcade-action football game from an in-helmet perspective. Smash through 60 minutes of hard-hitting football. Players select teams, play a friend or one of 27 separate computer-controlled GFL opponents. Choose from 34 offensive plays and 12 defensive alignments. \$44.95 *Mediagenic*

## Global Commander by DataSoft

In the year 2032, all 16 of the world's powers are members of the United Nuclear Nation. Each nation has its own government, personality, and needs. You are responsible for the welfare of the entire UNN, including the distribution of all nuclear missiles, fulfilling food needs, communication, and economy. If you do your job well, peace will prevail. \$39.95 *Electronic Arts*

## Gnome Ranger

Guide Ingrid through this magical three-part graphics adventure game by Level Nine. Includes 48-page Gnome diary. \$19.95 *Constellation Software*

## GO for the Amiga

GO for the Amiga is every bit as much a teaching tool as it is a game. Invented in China some 4000 years ago, it is the legendary oriental game of strategy. Built-in features: 3D stones, wood or ivory playing board, handicap points, digitized sound, five modes of playing. User-controlled features: board sizes from 3 x 3 to 19 x 19. Change sides at any time, save and annotate games, alter computer's personality. \$49.95 *Infinity Software*

## Gold of the Realm

Awesome graphic action adventure game. Four castles to explore, 320 different scenes, 32 color screen. MIDI compatible, fight off villains, find your way through mazes to get to treasure! Joystick and mouse control. Three levels of difficulty, pause and game save features to make mapping easier. Digitized sound and MIDI compatible music. \$39.95 *Magnetic Images Co.*

## Gold Rush

Historical adventure follows a 49er from New York to California. Three different games, one for each path the miner follows. \$39.95 *Sierra On-Line*

## Goldrunner

The first installment of the Goldrunner series. Join in as humankind prepares to leave earth and enter the Golden Age. Can you become the fabled Goldrunner in the battle for the Ring World of Triton? \$39.95 *Microdeal*

## Goldrunner II

Fifty years ago, the first Goldrunner, a brave and bold warrior, defeated a powerful force of space pirates to save the world. The past five decades of life on the Ring-Worlds of Triton have altered the life of the human race. No longer a warrior, technology has made man a new fighter. But the robots that defend his home have been captured by pirates and turned against him. That's when the action begins. Fly your single seated flyer to the platforms, outwit the pirates' defense system, and recover the robots. \$39.95 *Microdeal*

## Grand Prix Circuit

You do more than drive a car. Qualify in races against the clock, single races against 9 computer drivers who have unique personalities and characteristics; and ultimately the World Driving Championship where they race on all eight tracks. \$49.95 *Accolade*

## Grand Slam

Play the Big Four of the world Grand Prix tennis circuit: Paris, Wimbledon, U.S. Open, Australian Open. Digitized sound, 3-D graphics, various playing surfaces, choice of racquet. Play against opponents with different styles, chart your progress, protest questionable calls. Includes manual with history and strategy. \$49.95 *Infinity Software*

## Great Resort Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Muirfield Village (Dublin, OH); Mission Hills (Rancho Mirage, CA); Eagle Ridge (Galena, IL); Dorado Beach (Puerto Rico); Banff Springs Hotel Course (Canada). \$20.00 *Moonlight Development*

## Grid Start

Racing game lets you drive a six gear Formula 1 race car over six circuits to race against 23 other cars. Master rapid gear shifts, braking, and acceleration. Power boost option allows for extra speed when you need it most. Three categories, each with its own championship. \$24.95 *Anco Software USA Inc.*

## GRIDIRON!

Football simulation uses digitized audio. Devise and call your own plays. Loaded entirely into RAM and runs in real time with five levels of play. Requires 512K RAM. \$39.95 *Bethesda Softworks*

## Gun Shoot

Shoot 12 different criminals; but don't touch the civilians. Includes two player mode and digitized sound. \$34.95 *DigiTek Software*

## Gunship

Gunship, a combat helicopter simulation, puts the player at the controls of the worlds finest attack helicopter, the U.S. Army's AH-64A Apache. The gunship arsenal boasts Hellfire and Sidewinder Missiles, Folding Fin Aerial Rockets, and a 30mm cannon capable of firing 625 rounds per minute. To make the game challenging for novices and combat simulation experts, Gunship offers a variety of skill and reality levels, mission types and specific mission objectives. Now available. \$54.95 *MicroProse Software Inc.*

## HardBall!

Baseball simulation lets you play or manage the team. 3-D field perspectives, 6 pitches, left or right-handed. \$44.95 *Accolade*





## HardBall II

Sports simulation. Sequel to HardBall! the world's best selling computer baseball game. HardBall II allows you to make coaching decisions based upon players' game performances, as well as historical data. Available October 1989. \$44.95 *Accolade*

## Harley-Davidson: The Road to Sturgis

Jump on your HOG, shift into high gear and hit the road to Sturgis, S.D., where your performance in contests and events determines your standing in the pack. Adventure plus action—experience the Harley lifestyle. Available January 1990. \$49.95 *Mindscape Inc.*

## Harpoon

True-to-life simulation puts you in charge of 1988 weapons technology. This graphically stunning wargame pits you, a NATO Task Force Commander, against the Soviet fleet in an intense North Atlantic standoff. Rare full-color graphics of NATO and Soviet subs, surface ships and aircrafts. Novice or expert, you'll be up and running within minutes, delving into intriguing battle scenarios. \$49.95 *Three-Sixty*

## Harrier Combat Simulator

Simulates the air-to-air and air-to-ground combat of the British Harrier aircraft. Fire the heat seeking Sidewinder missile, destroy enemy headquarters, located 500 miles away. Onscreen instruments help guide you. Includes a practice mode and choice of three skill levels. 512K required. \$49.95 *Mindscape Inc.*

## Harrier Mission

Land on a carrier, hover, and evade missiles. Shoot the enemy down with a heat-seeking missile or gunnery skills. Avoid being shot—and make sure you've got enough fuel to return to the carrier. \$24.95 *Anco Software USA Inc.*

## Heat Wave

Offshore superboat racing simulation. Experience the speed and danger of real offshore racing in a 600 HP superboat. Actual races set in Miami, along the Mississippi, Biscayne Bay, and Ft. Lauderdale. Available October 1989. \$44.95 *Accolade*

## Heavy Metal Modern Land Combat

A sophisticated war simulation game that combines the best elements of simulated arcade action strategy. Each player starts out as a second lieutenant and is able to move up through the ranks based on field performance. \$44.95 *Access Software*

## Hex

Graphic strategy game, similar in many ways to the game of chess, except the board consists of hexagons instead of squares.

Characters move smoothly across the screen in 16 color animation. Makes exceptional use of the Amiga monitor and mouse. Rules and characters become more challenging as your skill improves. \$39.95 *Mark of the Unicorn*

## Highway Hawks

Strategic race car simulation. For experienced drivers only! Two disks. \$34.95 *Anco Software USA Inc.*

## Hitchhiker's Guide to the Galaxy

Take the role of Arthur Dent, who must escape a bulldozed house and a destroyed Earth to travel through the universe in search of... well, whatever he can find. Based on the popular radio program and novels. \$14.95 *Infocom*

## Hits

Disk Four games for the price of one, with color and sound from the original. Games include Goldrunner, Slaygon, Jupiter Probe, and Karate Kid Part II. \$34.95 *Microdeal*

## Hole-in-One Miniature Golf

From classic holes to the bizarre, DigiTek Software's HOLE-IN-ONE MINIATURE GOLF uses the ease of a special mouse-interface (point and click) to provide fun and excitement for all ages (with as many as 4 players at once!) This two disk set comes complete with four 18-hole courses and a tutorial course for a total of 90 exciting holes. From the traditional windmill to the inside of a pinball machine. Features Multi-tasking, installable on hard drive, VDO, in RAM. Score card printout on any Amiga compatible printer. Extra course disks available. Various holes can be viewed from different perspectives. \$39.95 *DigiTek Software*

## Hole-in-One Miniature Golf Extra Course Disk #3

The additional course disk for HOLE-IN-ONE MINIATURE GOLF comes with 3 more breathtaking courses that give you a total of 54 more exciting holes. Fight gravity, magnetism and disappearances in the holes of OUT OF THIS WORLD; enjoy the visually stunning and amazingly realistic holes in HOLIDAYS (a journey through holidays of the year); and have fun with the hilarious and educational holes in ALPHABET SOUP. \$19.95 *DigiTek Software*

## Hollywood Hijinx

Inherit Uncle Buddy Burbank's Malibu mansion by finding ten treasures hidden throughout the house and grounds. Search through a lifetime's worth of Hollywood memories in your aunt and uncle's collection of movie memorabilia. \$14.95 *Infocom*

## Hollywood Poker

Strip poker game with digitized female opponents. \$34.95 *DigiTek Software*

## Hostage

Control a six-person strike team assigned to rescue embassy hostages. From the street, blast out the embassy windows; from the roof, descend by rope; from the helicopter, survey the action. Varying skill levels and time limits provide unlimited play opportunities. \$44.95 *Mindscape Inc.*

## Hybris

You're pilot of a missile cruiser flying over treacherous enemy territory. Your skill and courage will take you from a minimal scouting ship to an ultra-powerful mega-cruiser. Face attacks from land, sea, and air as you try to earn your silver wings. As commander, you determine which power targets to strike to give your cruiser rapid fire, extra missiles, or even invincibility. Great visuals; game play moves every frame. \$39.95 *Discovery Software International*

## Hyperdome

Our newest arcade release from the critically acclaimed author of Foundations Waste. \$34.95 *Scorpion Software*

## I Ludicrous

One or two player beat 'em up action. Graphics so good, we used nothing but screenshots for the packaging. \$34.95 *Scorpion Software*

## Ikari Warriors

Explosive war action with a 1 or 2 player option. Official No.1 coin-op conversion. \$39.95 *Key Punch Software*

## Impossible Mission II

You must stop the return of Elvin—a scheming madman seeking to take over the world in the twenty-fifth century. Search through eight levels of difficulty for secret-codes that will save the world. \$39.95 *EPYX*

## Indiana Jones and the Temple of Doom

Save the enslaved children of Mayapne and return the magical Sazhara Stone. Superb graphics and animation on the Amiga bring home the non-stop action and fun of the arcade smash. \$49.95 *Mindscape Inc.*

## Indoor Sports

Tired of those boring outdoor games? Of getting dirty and sweaty? Then try Indoor Sports! A little air hockey? No sweat. Like to bowl? Then roll on. Darts anyone? Play against other players or against the computer. But play hard because these fast-paced games are every bit as challenging as the real thing. Features 4 action-packed games in one package, realistic 3D graphics and animation. \$49.95 *Mindscape Inc.*

## Infidel

You're a soldier of fortune searching alone in the Egyptian desert for the great secrets of the lost pyramid. Avoid death; meet the ancient Egyptians. \$9.95 *Infocom*





# Entertainment

## Insanity Fight

Battle in space against the evil Death Ship.  
\$39.95 *Microdeal*

## International Soccer

Options for playing soccer put the control in your hands. You determine the challenge, you call the shots! Control the weather: wet and slippery or the more predictable dry. Try a night game with shadows, or select a game in the wind. Choose midfield players and outfit them in colors of your choice. Half and full time score is displayed on the electronic scoreboard. Fans cheer you on to the World Cup, and onscreen referees ensure fair play.  
\$39.95 *Microdeal*

## Into the Eagle's Nest

Break into the Nazi fortress to rescue three Allied saboteurs. Destroy the fortress and save art treasures from destruction. \$14.95  
*Mindscape Inc.*

## Intruder Alert

Intruder Alert is a strategy arcade game. It comes with a construction set so you can create your own levels. An overhead view featuring a scrolling maze allows for fuller gameplay. One or two people may play simultaneously, battling robots and even each other in a greedy attempt to find the exit and continue the quest. Find the transporter and venture into the next grueling level. Along the way use strategy and the computer terminals to assist in your mission. The game comes complete with an entire array of levels, the game is complete and quite difficult in itself (it is not required to design your own levels, but this feature adds greatly to the games enjoyment). In a techno-world gone mad only you can destroy this complex of robots. Intruder Alert features stunning graphics, animation, digitized sound and more action than you bargained for. 512K Amiga and one drive. (A1000 owners note-Halfbrite recommended) Available Fall 1989. \$39.95  
*Digital Concepts*

## It Came From The Desert

Lizard Breath, a small California desert community, is in for a giant surprise. For at this very moment, swarms of enormous, radiation-crazed insects are descending upon a tranquil town. To save the community from becoming munchies for a bunch of mutant-sized monsters, the player must convince the townspeople of the imminent danger, locate the creatures, and destroy their nest before the whole town becomes a human picnic basket! Human drama abounds, as the player struggles with blackmailing rivals, land scams, love triangles, and desert cults in the midst of the monsters' rapid approach. The player must survive challenging arcade sequences featuring intense knife fights, frightening games of chicken on the highway, and raging fires, as the endangered desert cooks with

violence. Tanks, F-86 Sabre Jets, and even the National Guard arrive for all-out military action as the creatures march toward town. Available October 1989. \$49.95 *Cinemaware*

## Jack Nicklaus Presents the Major Championship Courses of 1989

Add on disk to Jack Nicklaus' Greatest 18 Holes of Major Championship Golf. Courses include: Oak Hill, Royal Troon, Kemper Lakes. \$19.95 *Accolade*

## Jack Nicklaus' Greatest 18 Holes of Golf

Players play against a computerized Jack Nicklaus on 18 of his favorite holes or try their hand at two original Nicklaus-designed courses. Play with four people or a variety of computerized men and women. Skins scoring or stroke play; pro, men's or ladies' tees; wind intensity and direction; uphill; downhill. \$49.95 *Accolade*

## Jack Nicklaus' International Courses

Three international courses to be played with Jack Nicklaus' Greatest 18 Holes of Major Championship Golf. Available October 1989. \$19.95 *Accolade*

## James Clavell's Shogun

As John Blackthorne, the charismatic lead character in James Clavell's novel, the player enters the 16th century. Blackthorne, an English sea pilot, has embarked on an uncharted route to Japan. Upon reaching land, he is thrust into the upper echelons of feudal Japan society at the moment a political power struggle is erupting between two Japanese regents who aspire to be Shogun. While adapting to this exotic culture, the player befriends one of the regents, Toranaga, and falls in love with the lovely court translator, Mariko. The action of the story revolves around powerful political forces which influence and ultimately control the player's life and the lives of Toranaga and Mariko. Shogun catapults players into a world rich in Japanese history and culture. Shogun's graphics are in traditional, 16th-century Japanese style and are used as text borders and story illustrations. Rewards are given for solved puzzles and successfully handled situations. Now available. \$59.95 *Infocom*

## Japan Scenery Disk

For subLOGIC flight simulation products. Covers detailed scenery from Tokyo to Osaka. Delightful international adventure. \$24.95 *subLOGIC Corporation*

## Jet

F-16/F-18 jet fighter simulator with land and sea-based targets and aerial combat scenarios. Includes multi-player option. \$49.95  
*subLOGIC Corporation*

## Jetson's

As George Jetson, you face your greatest challenges yet: visiting alien worlds, outwitting hostile tribes of Aborigibots, and trying to hold onto your job. Your son, Elroy, and his faithful dog, Astro, join you to meet this challenges. Jetson's is completely mouse driven, has draggable inventory, container windows (things that let you take a peek inside), as well as an optional overhead view and choose-a-path text interaction. \$49.95  
*Microillusions*

## Jigsaw Puzzlemania

Every puzzle is cut into authentic jigsaw shapes. Ideal for all age groups, each puzzle can be played in six different sizes ranging from 4x4 to a challenging 12x12 (144 pieces). Players are timed and wrong moves result in a penalty. Comes with over 10 puzzles and the ability to accept the user's graphics, allowing the creation of personalized puzzles. \$29.95 *Artworx Software Company*

## Jigsaw! The Ultimate Electronic Puzzle

Jigsaw! Features dazzling, colorful pictures that are a treat to behold. Choose from 4 levels of difficulty: 60 pieces-the ultimate challenge; 40 pieces-the standard level; 15 pieces-a great level for kids or for anyone who wants to get acquainted with the program or 8 pieces-easiest level, great for children ages 10 and under. \$39.95  
*Britannica Software*

## Jinks

You are a member of the Planetary Exploration Corps, braving the incredible danger involved with exploring new unknown worlds. Your current assignment takes you to a world called Atavi, whose vast natural resources are desperately needed by mankind. Four computer-guided ships have already been sent on missions, but all were lost. You must fly your scout glider through dangerous conditions while keeping the sensitive anti-grav probe from being destroyed. Your skill as a pilot will be tested to the limit. \$29.95 *Gold Disk*

## Jinxter

A hilarious race against time and chance, set in a jinxed land menaced by the impending death of good fortune. Get run over by a bus, smashed against a tunnel by a speeding train, fall two thousand feet into an artificial waterfall, get widdled on, folded, bent and mutilated. But don't forget: every silver lining has a cloud... \$44.95 *Rainbird Software*

## Joe Blade

Mission: Rescue six world leaders being held hostage by the leader of an infamous group of terrorists, Crax Bloodfinger. Joe Blade must fight the perils of danger, disarm six bombs before they explode, collect keys to cells, ammo, and food. Great color graphics. \$34.95  
*DigiTek Software*





## Journey

Journey is the premier interactive Role-Play Chronicle for the Commodore Amiga, drawing upon the best features of interactive fiction, role-playing games and traditional fiction, and creating games which have both elegantly rich prose and challenging puzzles. Journey is a graphically illustrated world of dwarves, elves, nymphs and wizards in a despairing village that has been enduring great suffering for five years. When all hope begins to fade, a party is sent out on a quest for the revered wisdom of a great wizard, Astrix. As an apprentice food merchant, the player accompanies the party and keeps a diary of their journey. The player shares in the magical adventures of Tag, Praxix, Bergon, Esher, and Minar as they solve puzzles, overcome obstacles and explore unknown lands. Journey players pass into the adventure with ease by simply selecting commands from a menu. Since each character can act on his own, he or she must play the part of a combat strategist, physician, magician and character judge—all while pursuing the defeat of evil which has infested the land. Available now. \$49.95 *Infocom*

## JUG

You are an interactive humanoid composed of Titanium fleximetal and other organic materials. First built in 36412 AD, you were nicknamed JUG because of your barrel chested profile and the ability to transform into many different shapes. Your duty is to seek the deadly tumor that is destroying the planet Spireaus. Trap doors enable you to move up or down a level. The planet's immune system will see JUG as a hostile and alien body. Beware of attacks from the very planet you are trying to rescue. \$39.95 *Microdeal*

## Kampfgruppe

Tactical WWII game featuring all the weapons used on the Russian Front from 1941-1945. \$59.95 *Strategic Simulations Inc.*

## Karate Kid Part II

1 or 2 players, joystick or keyboard option, sound and graphics. You must discover the secret of the drum or die! Catch flies with chopsticks and break ice with your bare hand in full-size, animated graphic screens. \$39.95 *Microdeal*

## Karate King

Karate combat game with nine different levels, one or two players. Opponent's skill and speed increases with each encounter. \$19.95 *Constellation Software*

## Karting Grand Prix Go-cart racing

Players choose the tires they'll use to fit the weather conditions. Eight different tracks. \$24.95 *Anco Software USA Inc.*

## Keith Van Eron's Pro Soccer

Keith Van Eron, goalkeeper for the outdoor soccer powerhouse Dallas Tornado, and a living MISL legend, played every game of his career on the edge. Keith Van Eron's Pro Soccer gives you the same chance. Featuring a unique, three-dimensional view of the action and players that not only kick the ball, but dive, slide and jump in the air after it, Keith Van Eron's Pro Soccer will provide endless hours of fun, whether you're playing a solitary game, or challenging a group of friends to a World Cup Tournament or grueling MISL season-long schedule. Soccer playing tips (complete with photographs) are provided in the manual. The action awaits. Available now. \$34.95 *MicroProse Software, Inc.*

## Kickstart II

Experience all the thrills and spills of dirt bike riding in this all action simulation. Ride your bike over a selection of any of the 24 courses, riding against the computer or a friend and the ever ticking clock. Included is a course designer so that you can create your own course. Range of track conditions, course designer, mouse control of options, one or two players, super graphics. \$19.99 *Mastertronic International*

## Kikugi

The game begins simply by jumping marbles and removing them as you go, but the strategy becomes progressively more intricate. Each move you make limits the number of remaining moves. Load and save games, back-up moves, show all possible moves. If you solve a board, you will be rewarded with some helpful advice from the ancient guru. Fifteen screens of play. \$39.95 *Image Tech*

## Kill or Be Killed

Arcade-style war adventure. Lead your troops into enemy territory to rescue soldiers and return them to safety. \$39.95 *Teknoware*

## King's Quest

Meet Sir Graham and outwit a witch, climb a beanstalk, ride an eagle, and battle a dragon. Complete the quest and win the crown. \$49.95 *Sierra On-Line*

## King's Quest II: Romancing the Throne

Join King Graham on a search for three magic keys to an enchanted land. Fly on a magic carpet, meet King Neptune and Dracula, and rescue the woman of King Graham's dreams. \$49.95 *Sierra On-Line*

## King's Quest III: To Heir Is Human

Help Gwydion break free of an evil wizard. Meet merry sailors, Medusa and the Abominable Snowman. New self-mapped system keeps track of where you've been. \$49.95 *Sierra On-Line*

## King's Quest IV: The Perils of Rosella

King's Quest IV will be the first computer game to exploit the new higher graphics resolution of today's machines. A virtual army of artists, musicians and programmer have combined their talents to make King's Quest IV a truly incredible experience you will have to see to believe. \$49.95 *Sierra On-Line Inc.*

## Kingdoms of England

Brings you back to the Medieval days of England. Conquer the land by combining strategy with arcade skill. Features two huge two-player scrolling maps, full screen graphics, swashbuckling sound, and much more. \$49.99 *Incognito Software*

## Knight Force

As a son of Krohn the Magnificent, your skills are the powers of a mighty knight, courage of the legendary dragon, and agility of the soaring eagle. After being banished to a remote corner of the Realm of the Dead, seven Sorcerers traveled beyond the Golden River to the time gates. You will find the gates and seal them, annihilate the dreary towers, dens of spells and Sorcerers. Experience twelve levels, progressive weapons, digitized sound and 3D animation. \$44.95 *Titus Software Corp.*

## Knights of Legend

Interact with hundreds of colorful residents in Ashtalarea. Undertake 24 different quests and face a wide variety of terrifying foes. Design the weapons and spells that you will use to defeat your challengers. The first fantasy role-playing game to offer a modular design. Over 300 bit-mapped pictures, including 100 character portraits, 90 towns, hamlets and shop illustrations and 32 monster illustrations. Create up to 6 characters and customize weapons and armor, a possible 729 combinations. \$49.95 *Origin Systems Inc.*

## L.E.D. Storm

Enter the world of L.E.D. Storm, a world like no other. If you're looking for a yellow brick road, dream on. This is a land of evil robots, rabid wolves, dark tunnels, cars packed with TNT, narrow roads and deep drop-offs. Test yourself and your nerve through 9 challenging stages of realism, on a roadway elevated high above the ground. Synthesized music heightens the drama and the excitement. Pick up energy boosters along the way for extra fuel and to shield you from enemy attack. Don't bother to check the weather map. Dark clouds and storms are moving in fast. \$39.95 *Capcom, U.S.A.*

## Land of Legends

Interactive dungeon-type adventure game with graphics, strategy and character development. Roam through multiple levels





# Entertainment

of dungeons, encountering beasts that live there. Become a dungeon master and devise traps and tunnels to trap your friends. Different room sizes, secret passages, hidden doors, stairs, and teleporting areas. Dungeon construction set lets you create new monsters, treasures, magic items, labyrinths and more. \$49.95 *Microillusions*

## Larry and the Ardies

Avoid the fast-moving Ardies while collecting objects for points on each level. Scrolling backgrounds. One or two players. \$19.95 *Constellation Software*

## Last Duel

Journey light years away, if you dare, to two warring planets. Double trouble on a grand cosmic scale. The worlds are anticipating your arrival. Their fate is totally in your hands. Save the queen. Crush the Galden uprising and return control of the planet to its peace-loving inhabitants. The fighting will be fierce, deadly, incredibly fast and furious. You may not survive. Accept this assignment only at extreme risk. Fight your way through 6 increasingly challenging levels of confrontations. Attack 3-headed monsters, aliens with ultra-powerful laser weapons. Blast your way through a mad maze of intrigue, Galden's Route, a black hole where nothing escapes. An extraterrestrial S.O.S has reached Earth. Will you respond? \$39.95 *Capcom, U.S.A.*

## Leader Board

Golf game simulation with four irons and a driving range for practice. \$44.95 *Access Software*

## Leather Goddesses of Phobos

A spoof of 1930's pulp sci-fi. Three levels of play, tame, suggestive, and lewd. Includes male and female playing modes. Save the Earth from domination by the Leather Goddesses of a Martian moon. \$14.95 *Infocom*

## Leatherneck

Storm the beach to rescue your buddies held captive behind enemy lines. Combat arcade game, 1-4 players. \$39.95 *Microdeal*

## Legend

Legend is a classic struggle between good and evil, a one or two player strategic fantasy game. Recruit generals, troops, scouts, assassins, thieves. Cast spells, build temples, mines, taverns, and monoliths, all to out-think and out-fight your opponent. \$34.95 *Scorpion Software*

## Leisure Suit Larry in the Land of the Lounge Lizards

Spend a memorable evening on the town with Leisure Suit Larry. Romp through singles bars, hot tubs, mean streets and a blind date

nightmare. Communicate in full sentences with 3D animated characters. 900-word dictionary. Adult humor. \$39.95 *Sierra On-Line*

## Leisure Suit Larry II: Looking for Love in Several Wrong Places

Jump on board with the hilarious Larry Laffer as he makes a play for the girl of his dreams. Adult humor. Price unavailable. *Sierra On-Line*

## Light Division

Two can play modern warfare in the Straits of Hormuz. Battalion level combat between U.S. and Russian/Iranian forces. Paratroopers, helicopters, backfire bombers, the Battleship New Jersey. Designed by Joe Balkoski, award-winning game designer. \$40.00 *3W Computer Games Inc.*

## Lightforce

The player controls several different crafts, carrying mirrors, lenses, etc. And must control fireballs of light. Many puzzles must be solved, using prisms, focussing, curved mirrors, etc. A complete optics tutor is also included in this 2-disk package, explaining the rules of light. Both disks over 90% full. Examples, multi-choice questions, etc. complement this 18-level action/strategy game. \$39.50 *TSA Media*

## Lords of the Rising Sun

Step into the action of Japan's emperor family as you defeat the Tiara clan and become the shogun. Survival is the key when battling against samurai armies on a three-screen map of medieval Japan. \$49.95 *Cinemaware Corp.*

## Lords of War

Lords of War is an arcade-style game for single or multiple players. Defend your castle against your three adversaries and reflect their attempts to pierce your castle wall and reach your inner sanctum while at the same time trying to do the same to your opponents and disgrace their honor. If you can destroy all your enemies then move onto the next conquest, die and be disgraced forever (or at least till the next game). Along the way you can gain magical powers to help in your fight. Each level changes and new obstacles come along to block your attacks. Take too much time and doomsday will occur. Based on a classic arcade game but updated for the Amiga, *Lords of War* features a large scrolling battle area fully enhanced graphics and digitized sound. *Lords of War* is arcade addiction. 512K Amiga and one disk drive. Available Fall 1989. \$39.95 *Digital Concepts*

## Lost Dutchman Mine

Based on a true legend. Journey to the Old West in search of the fabled mine. Buy supplies at the town store, play poker in the saloon, pan for gold or dish in the river and

search over 100 caves and mines. Renegade Indians, bandits, snakes and scorching temperatures are a constant threat. Digitized sounds, MIDI music, fabulous graphics. Randomizing feature gives unlimited game variations. \$49.95 *Magnetic Images Co.*

## Mad Libs by First Byte

Play alone or with a group. Computer adaptation of the popular word game that substitutes your nouns, adjectives, and verbs in a straightforward story. Then the speech synthesizer reads the results. Fun for adults, and educational for children. \$19.95 *Electronic Arts*

## Magic Johnson's Basketball

Arcade action brings the realism of the big time game home to you in this direct translation of the popular coin-op arcade game. Featuring animated graphics with characters larger than ever seen before. A full court scrolling screen, two on two play, with officials, full stats-see if you can achieve triple doubles like Magic! Make the jump shot, the alley oop and of course his famous fastbreak with a slam dunk finish. Now you've earned the honor of playing the ultimate one-on-one. \$49.99 A1000; coming soon for A500, \$39.99 *Melbourne House*

## Major Motion

Race and battle against the dragsters, the Draconian League, in this fast-paced driving game. Watch out for helicopters and motorcycles. Joystick recommended. \$39.95 *Microdeal*

## Manhunter: New York

Two years after an invasion, you are forced to hunt down and report human activities to an Evil Alien takeover or choose to be a supporter of the human underground. Includes New York City map, split screen viewing. \$49.99 *Sierra On-Line*

## Maniax

Fast reflexes and strategy will reveal superb city landscapes. \$24.95 *Anco Software USA Inc.*

## Marble Madness

Six levels of 3D runway mazes with icefields, pipes, slimes, oozes, hooovers, and steelies. \$19.95 *Electronic Arts Software Classics*

## Master Detective

Play your favorite game of criminal detection with friends, or against the ultimate master of deception, your computer! Player with a mixture of human and computer controlled opponents. \$39.99 *Mastertronic International*

## Master Ninja: Shadow Warrior of Death

Action-packed martial arts simulation set in Japan. Guide your Ninja warrior through the castle of an evil Japanese warlord who has



# The Software Publishers Association

## IS SERIOUS

### About Fighting Software Piracy

THE EXECUTIVE COMPUTER/Peter H. Lewis

The New York Times, July 9, 1989

#### Cracking Down on Software Pirates

Publishers have a war chest to take on companies that illegally copy

shady operators who deal in computer programs from back alleys and teen-agers

were being used within a company — hard disk by hard disk, and per-  
petuates

#### SPA Attacks Piracy

BY ALISON CALDERBANK

WASHINGTON, D.C.

#### Software User Settles Infringement Case

SPA Will Pursue Other Copyright Actions

#### Four software firms win piracy suit

WASHINGTON, D.C. — Four major software firms won a piracy suit.

#### Employers may be held liable if workers duplicate software

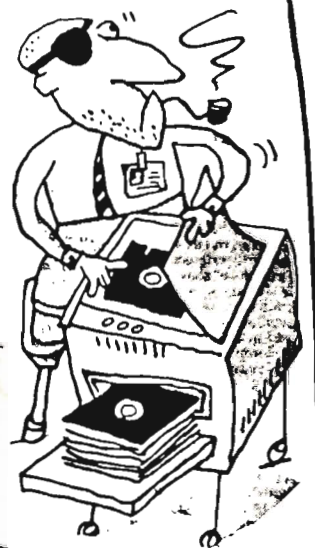
BY JIM GRINSTEAD

#### SPA cracks down on software pirates

#### Software pirates may end up costing their companies big bucks

#### SPA nabs dealers for selling loaded drives

WASHINGTON — The Software Publishers Association is getting tough on software dealers who sell hard disks loaded with unauthorized software.



## You Can Help!

If you have a case to report call:

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Anonymous calls are Welcome

The SPA publishes a pamphlet "Software Use and the Law". To find out how copyright laws apply to you please send a self-addressed, stamped envelope to "Software Use and the Law", 1101 Connecticut Ave., NW, Suite 901, Washington, D.C. 20036

The SPA has and will continue to file lawsuits against the unauthorized duplication of software through

- bulletin boards
- unauthorized sales
- hard disk loading
- internal corporate copying





# Entertainment

stolen a precious magic sword. Standing in your way: a host of deadly ninja opponents, magic curses, and deadly samurai. \$39.95 *Paragon*

## Math Odyssey

Math in a puzzle format. Math questions are asked. You select the answer. When completed, put together a puzzle. Score is kept for the 10 best players. \$49.99 *The Other Guys*

## Mean 18

Golf simulation on 3 famous courses, plus 1 home course. Course Architect lets you design or modify an entire course. \$44.95 *Accolade*

## Mega Pack #1

Four great games in one box! Includes: Formula 1 Grand Prix, Second Out, Mouse Quest, Stock Market The Game. . . A tremendous value. \$39.95 *StarSoft Development Laboratories*

## Mega Pinball

Everybody enjoys the fun of playing pinball at an arcade. Mega Pinball brings you the fun and excitement of real arcade action to your Amiga, allowing 4 players and 4 screens with hyper sound effects and superb graphics. Mega Pinball brings real action to your Amiga. \$39.95 *Starvision International*

## Menace

The planet Draconia has been formed over many centuries by six of the most feared rulers to ever exist. They have ravaged and plundered space and created a world of fear and death. Put an end to their reign of terror. Action is constant, so once you have completed one level, you are immediately thrown into the next. \$29.95 *Psygnosis Limited*

## Metal Gear

Maniacal Colonel Vernon CaTaffy has activated the super weapon of destruction: Metal Gear. Only you have the expertise to seek and destroy it. One player only. Joystick controlled. \$39.95 *Ultra Software Corporation*

## Mighty Nerd

Try this fast paced action packed game. The user provides the superhero with the superpowers which he uses to thwart the supervillains. Four levels of play each with its own colorful scrolling map. Character Editor allows the player to edit the powers of the superhero. \$49.95 *ISM Inc.*

## Mike the Magic Dragon

Held captive in a large castle of ghost, robots, and energy barriers, Mike the Magic Dragon must escape room by room and solve security codes that his magical powers cannot overpower. \$24.95 *Anco Software USA Inc.*

## Mind-Roll

Unusual tests of dexterity and puzzle solving in this fast-paced arcade game in which the player maneuvers a globe through an array of astral planes. Mind-boggling physical action combined with mind-taxing strategic challenges. 10 different levels to bounce, slide, slalom and roll through in a race against the clock. Realistic 3-D setting. Available now. \$29.95 *Epyx*

## Mindwalker

Talk about a split-personality. With this program, you're a physics professor gone mad. Your ego has split four ways: A muscleman, a mathematical whiz kid, a fantasy creature and a beautiful water nymph. All four of you must combine your resources to journey through the mind and make it whole again. \$49.95 *Commodore Business Machines*

## Mission Elevator

You're a Ninja Warrior trying to recover a stolen magic sword. Fight your way through 25 chambers of the warlord's castle. Use your martial arts and weapons to kill the enemy and recover the sword. 64 floors, joystick and/or keyboard controlled. \$19.95 *Paragon*

## Mixed-Up Mother Goose

The enchanting Mixed-up Mother Goose takes your child on a wonderful adventure in dreamland where they will help Mother Goose to find her mixed-up rhymes and restore them back to normal. Mother Goose comes with written and visual clues to help your child play the game. Easy-to-use joystick or keyboard controls make playing a snap. Helpful pull-down menus assist children throughout the adventure. Includes a free full-color map of Mother Goose Land. Up to 12 players can save their game, according to their name, to disk. Easy-to-use menus make it simple to play the game, save it, and select options such as a joystick control. Randomly located objects and characters allow your child to enjoy playing this adventure over and over again. \$29.95 *Sierra On-Line Inc.*

## Moebius: The Orb of Harmony

Combines the features of animated martial arts games with the challenges of fantasy role-playing adventures. \$39.95 *Origin Systems Inc.*

## Monopoly

Play the best selling board game of all time with friends or against the computer. Enjoy the thrill and excitement of wheeling and dealing with the added enhancement of computer animation. Acquire and lose great fortunes buying and selling railroads, utilities and properties of all types. \$39.99 *Mastertronic International*

## Moonmist

Travel to England to hunt down the phantom and search for treasure in the secret passageways of The Tresyllian Castle. 4 variations, each with a different solution and treasure. \$14.95 *Infocom*

## Murder on the Atlantic

You've just set sail for a relaxing journey when a sudden murder calls on you to investigate 40 suspects, 600 shipboard rooms, and search for 22 mystery solving clues. \$39.95 *Intracorp*

## Muscle Cars

All-American Car Disk for The Duel. The five cars are: 1963 Corvette Sting Ray Split Window Coupe, 1968 Shelby GT500 Mustang, 1967 Pontiac GTO, 1967 Camaro 427, and a 1969 Dodge Charger Daytona. \$19.95 *Accolade*

## Netherworld

Mystical space journey/action arcade. \$34.95 *MicroProse*

## NFL DataDisk

Data disk contains player readings for all 28 NFL teams allows you to simulate games between NFL teams on GRIDIRON!. \$19.95 *Bethesda Softworks*

## Night Dawn

Arcade/strategic game. 10 levels that are very challenging. Excellent sound effects, and superb graphics. \$29.95 *InnerPrise Software*

## Ninja Mission

Of all the dangerous tasks given to the Ninja, this was to be the most perilous in their long history. To enter the Temple of Death and regain the glowing idols stolen from the Princess by the Hordes of Darkness would call for all his skills in the art of combat. Ninja do not disobey the word of nobility, however, so taking up his weapons he makes his way to Torii to begin his mission. Joystick and 512K required. \$19.99 *Mastertronic International*

## Nord and Bert Couldn't Make Head or Tail of It

Come up with the idioms, homonyms, and other verbal tricks to complete the puzzles in each short story of the town of Punster. \$14.95 *Infocom*

## Obliterator

You are the last of the genetically-enhanced fighting machines. Use your bio-engineered abilities to cripple the alien vessel and destroy it. \$39.95 *Psygnosis Limited*

## Obsession

An ancient strategy game with 15 levels of play. \$29.95 *Image Tech*





## Offshore Warrior

A sport has evolved where powerful boats battle against the elements and their opponents. The warriors fight for victory against each other while trying to survive the dangers of rocks and waves. Throttles at the limit, the warriors struggle to control their boats by jumping waves, avoiding rocks, and firing at their opponents. Can you survive the pressure of a do-or-die situation? Start your engine. \$39.95 *Titus Software Corp.*

## Omega

Strive to design the future's ultimate military cybertank in Omega. You have been placed as an engineer for the Organization of Strategic Intelligence and your mission is to integrate chassis components and create artificial intelligence in an attempt to build the world's supreme cybertank. Choose from 10 chassis types, 10 drive systems, 8 weapons types, 9 special items and 10 scanner types, then test your design on a simulated field of combat. \$49.95 *Origin Systems Inc.*

## Omni-Play Basketball

Imagine owning, coaching and managing your own basketball team and playing some fast action hoops too! Includes SBA League and END VIEW Game Modules allow you to build your own team. Determine playoff structures, season lengths and more. Recruit new players or improve the current roster at training camp. You can even trade players to other teams. Players not only age year after year, but can suffer injuries. Down on the hardwood, you can play too. Pass, shoot, slam dunk, double-team, break backboards and much more. \$49.95 *SportTime Computer Software*

## One-On-One

Basketball greets Dr. J, and Larry Bird go at it in the number one software sports game of all time. Shoot as accurately as the Birdman. Slam Dunk like the Doctor. All to the wildly cheering crowd at Boston Garden. \$19.95 *Electronic Arts*

## Oo-Topos

A science-fiction adventure based on the story by Michael Berlyn. You've been captured by space pirates while on an important mission. You must get past the aliens, find your ship and its cargo and escape. (Available for A1000 only.) \$19.95 *Polarware Software*

## Operation Wolf

When terrorists must be stopped, operation wolf gets started. This commando-style attack adventure explodes with action from start to



finish. In the steamy jungles of South America, heavily armed extremists are holding innocent civilians hostage. The only way to rescue the hostage is to get in, strike hard, and get out, FAST! \$39.95 *Taito Software Inc.*

## Operation: Cleanstreets

You are Cleanup Harry, the city's toughest undercover cop. You've been assigned to get rid of the pushers and punks who control the city streets. Outfight your foes every step of the way; punching, kicking, dodging. And your mission's not over until all five levels are cleaned up. \$39.95 *Broderbund Software Inc.*

## Orge

Your army must contend with a huge cybernetic tank code-named Orge, which is armed with missiles, guns, and armor plating several feet thick. \$29.95 *Origin Systems Inc.*

## Oswald

Oswald needs your help. He's a cold and hungry blue bear jumping across the Ice floes on the way to his goal. But first he must encounter a host of characters like Hoomama, the Eskimo shaman, who doesn't like blue bears and will attempt to turn Oswald into a block of ice; Red whales who don't like you walking on them; and Squawkers—colorful and loud birds of the north that must be avoided or the feathers will fly. Using your joystick you control Oswald as he jumps on the big and little ice floes. He can jump forward, right and left, but don't delay or Oswald will hit his head on the bottom of the screen (it hurts his head.) Help him avoid the hazards of the north sea so that he can reach his goal, and on the way, pick up as many gifts as possible. \$39.95 *Centaur Software, Inc.*

## Out Run by Sega

Go for the drive of your life! Sit down and grab on as you drive the fastest thing on 4 wheels: a beast of a machine only top drivers attempt to drive. So kick up the engine, down

shift the gears, hear the tires squeal and take off! Colorful graphics, great music. \$49.95 *Mindscape Inc.*

## P.G.A. Championship Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Firestone; South; Pinehurst #2; Oakland Hills; Oakmont; Southern Hills. \$20.00 *Moonlight Development*

## P.G.A. Tour Courses I

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Doral Blue Monster, Torrey Pines South, TPC at Sawgrass, Cypress Point and Indian Wells Bob Hope course. \$20.00 *Moonlight Development*

## P.O.W.

Every red-blooded American is sickened by our enemy's injustice toward our men who gave so much for their country. Many of our boys are still over there and you're going to get them out. Armed with your Actionware Phaser (sold separately), you set the strategy to adventure behind enemy lines and shoot your way to our boys and bring 'em home. Also uses mouse. \$39.95 *Actionware*

## Paladin

Animated fantasy combat game for one player. The game features 10 character combat squads, multiple level combat, magic, assorted weaponry. The Paladin Package also includes a quest builder so you can build your own quests. \$39.95 *Omnitrend Software Inc.*

## Paperboy

Deliver papers (and smash the windows of non-subscribers) in the Amiga version of one of the biggest coin-op hits of all time. After fairing cars, bicycles, irate housewives, cats, lawnmowers and other obstacles, earn extra points on the Paperboy Training Grounds. Available November 1989. \$49.95 *Mindscape Inc.*

## Parachutes at Kanev

September 1943, WWII, Eastern Front, Germans vs. Russians. Battalion level, featuring first Russian parachute drop—the fog of war. New AI breakthrough—neural networking—the more you play, the better the computer learns your tendencies, making for a very intelligent computer opponent! \$40.00 *3W Computer Games Inc.*

## Persecutors

Avoid force fields and alien forces as you navigate your ship through unknown territory. Over 65 levels of arcade-action. \$19.95 *Constellation Software*





# Entertainment

## Persian Gulf Inferno

Arcade action and role playing. Superb graphics and digitized sound. Excellent story—you must save hostages and disconnect a nuclear bomb on an oil rig. Available October 15th, 1989. \$39.95 *InnerPrise Software*

## Phantasie

Locate the 9 Rings to battle the Dark Lord's evil minions. \$19.98 *Strategic Simulations Inc.*

## Phantasie III Wrath of Nikademus

The final battle against the Dark Lord. \$39.95 *Strategic Simulations Inc.*

## Phantasm

You're transported to a distant moon from where you can save the earth. To save a part of the earth, you must destroy eight reconstruction installations then redock. \$34.95 *Scorpion Software*

## Pioneer Plague

The first Amiga game in HAM mode is a new and exciting space adventure by Bill Williams. Pioneer Probe Mark IV, the self-replicating, terra-forming, robotic spaceship, has gone out of control! Its original mission was to find suitable planets for the human race, but now you must stop the probe before it destroys all the planets, including the Earth. Four monitors, status instruments, drones and photon missiles guide your way. HAM mode, dazzling graphics, 4096 colors multi-level design and more. \$39.95 *Antic Software*

## Pirates

A 17th-century Caribbean adventure. You're a privateer captain in the thick of the action on the Spanish Main. Challenge your reflexes with simulated sailing, sea and land battles, and swordfights. Experience romance and intrigue from more than 50 foreign ports. Available Soon. Price unavailable. *MicroProse Software Inc.*

## Planet of Lust

Adult graphics/text adventure game. Sequel to Sex Vixens from Space. \$39.95 *Free Spirit Software, Inc.*

## Planetfall

Accompanied by Floyd the mischievous multi-purpose robot, you take the role of a lowly deck-swabber jettisoned onto a mysterious deserted planet. \$14.95 *Infocom*

## Platoon

A fast-paced action translation from the hit movie. \$44.95 *Data East, USA Inc.*

## Plundered Hearts

Join Jean Lafond in a dangerous adventure to the 17th century West Indies. Escape pirates, explosives, reefs and crocodiles while avoiding the amorous advances of the pirate captain. \$14.95 *Infocom*

## Pocket Rockets

Better watch out! Take a test ride on Pocket Rockets, the high speed motorcycle simulation game. Experience all the thrills and spills of high-speed racing with machines that take you from zero to 60 in under four seconds. Already gaining critical acclaim, Pocket Rockets lets you choose from four of the quickest, most exotic bikes on the planet. The action is as real as the adrenaline you'll feel. \$39.95 *Capcom, U.S.A.*

## Poco Man

A strategy game with arcade type sounds and actions. Solve up to 150 different levels. Joystick or keyboard play. Hours of enjoyment while building analytical and problem solving skills. A new concept in Amiga games. \$39.95 *Designing Minds, Inc.*

## Poker Solitaire

Play twelve hands of stud poker simultaneously. Strategy game allows two players or one against the clock. Multiple skill levels challenge even the expert. Price unavailable. *Ethos Development Co.*

## Police Quest

Mature, authentic law enforcement simulation designed by a California Highway Patrol veteran. Manual describes police procedures, crime computer gives court information on suspects. \$49.95 *Sierra On-Line*

## Police Quest II

The Vengeance! Police Quest is one of the most original adventure series in computer history, with authentic police regulations to follow and real-life situations to encounter. Police Quest II lets you experience life as a homicide detective, as you track down the escaped convict—The Death Angel! \$49.95 *Sierra On-Line Inc.*

## Popman

Fast-paced action game for the Amiga. You control a small man who must pop all balloons on each level. Levels are composed of ladders, rails, bricks, cement blocks, and more. Some balloons are buried, so you'll have to use your digging gun to blast bricks to get to the balloons. Clowns on the different levels chase you away from the balloons. Design different game levels with the mouse, play test them, and save them to disk. On-line help at the touch of a button. Not copy-protected. \$20.00 *David Ashley*

## Populous Miracles

Earthquakes are serious fun. Deities are the all powerful rulers of the worlds, but two deities in one world is one too many. You give them good land. You tell them when to farm and when to fight. You make them content beyond their wildest dreams. But then they become raging arsonists. What's a deity to do?...experience the confessions of a Deity. \$49.95 *Electronic Arts*

## Ports of Call

Own and command a cargo ship. A complex, unique economic and strategic simulation based on research of actual freight exchanges. \$29.95 *Aegis Development Inc.*

## Powerdrome

3D racing action. Suspended in air, keep your racer from crashing into floor, walls, and roof. Strain to hold a flight line against crushing g-forces and buffeting aerodynamic loads. Push man and machine to the limit—stretch the flight envelope for the fastest lap times. Enter the robopits for engine repairs and body part replacement. Full tune-up facilities. Adjust the airbrakes and flaps, select the best fuel and filters for each planetary atmosphere encountered. Tune your typhoon into a winning machine. When you really cream your machine, the rescue recovery vehicle tows you back into the pits. Travel to five different planets to race in different gravities, atmospheres and climates. Perfect your racing technique on the Oval track before attempting more treacherous courses. Advanced courses test every skill you possess. Featureless straightaways plummet into dimly lit caverns. Sweeping bends curve up towards the sky. Fight for the flag against four aggressive rivals, each with their own strategies and racing styles. Set up a datalink between two computers for head-to-head racing action. Available soon. \$39.95 *Electronic Arts*

## Powerstyx

Battle your way through chomping skulls, perilous scissors, deadly crosses and heart pounding time restrictions in this action packed game. You as the artist must conquer these obstacles before revealing the final masterpiece, hidden behind each treacherous screen. WINNER OF TWO BEST OF 88 awards. \$34.95 *DigiTek Software*

## Prime Time

Tired of watching bad TV? Well now you can do something about it—make it worse. Most unusual, hysterically funny, Prime Time gives players the chance to run a TV network, cancel shows, buy shows, do lunch, and say things like "Sweetie-Baby-Cookie". With crystal sharp graphics and animation, digitized speech and sound effects. "It's all up to you, babe!" \$39.95 *First Row Software Publishing*

## Prison

The year is 3033. Criminals are no longer sent to jail, they're sent to a penal colony on the abandoned planet, Altrax. You have been wrongfully convicted of a crime and sent there. Your only hope for life is to find a rumored space pod and escape. Game play and lighting affected by Game Day-Cycle; communicate and interact with other game characters. Requires joystick. \$39.95 *Actionware*





## Professional Football Simulation

It is the finest football simulation ever written for personal computers. You choose the game strategy and call the play. By utilizing true artificial intelligence routines, the computer uses the probability of the play's success against the defensive formation to determine the outcome. Features include keeping individual stats of leagues, allows modem play, comes with standard playbook contains all the popular offensive and defensive plays. It is fun and simple to learn. \$34.95 *MicroSearch Inc.*

## Prospector In The Mazes Of Xor by Logotron

Limited Action-packed adventure game with a non-violent theme. Two prospectors, Herb and Pip are trapped in the labyrinths known as the Mazes of Xor. In order to escape, they must collect the 845 blue balloons which are hidden in the mazes before Xor captures them. There are 30 different mazes available, plus an extra 15 that you can create using the maze constructor for a grand total of 45 different mazes and endless hours of enjoyment. \$39.95 *Eurosoft International Inc.*

## Pub Games by Arcadia

Contains the two most popular pub games ever played. Try your luck at Darts and Pool with friends or solo. \$34.99 *Electronic Arts*

## Puppy Love

Entertainment software package, you adopt a puppy and teach it tricks to perform at a dog show. User creates the routines puppy will perform using beginner level programming. Teaches basic techniques. \$29.95 *Addison-Wesley Publishing Company*

## Puzzle Buster

Designed to help the user win puzzle-solving contests. Many features. Demo disk available for \$3. Free brochure. \$39.95 *Gladstone Productions*

## QIX

There is no cure for QIX FEVER! Your mind is your only weapon. The treacherous Qix is a deadly computer virus. In this electrical world of hi-tech infections, you need all the mental dexterity and superior strategy you can muster to escape packs of roving SPARX, SPRITZ, and waves of wandering energy to conquer this force. \$39.95 *Taito Software Inc.*

## Questron II

As a player you will travel back in time to stop six wicked sorcerers from creating a magic book of evil. \$49.95 *Strategic Simulations Inc.*

## Quintette

A simple game with complex strategy. Line up five of your own stones, or capture five pairs of your opponent's gems. \$39.95 *Miles Computing, Inc.*

## Quizam! by Interstel

Destroy 8 alien satellites by answering strange trivia questions. Over 2000 questions in 16 subject areas, or create your own questions. 8 levels of difficulty. \$34.95 *Electronic Arts*

## Rambo III

Get Rambo on your team! As Rambo, the world's most popular and recognizable hero, you stage a daring rescue of Colonel Trautman. Soviet commandos are holding him captive 30 miles over the Afghanistan border. The mission: Get in. Get out. Meanwhile saving the Colonel, bombing the Soviet compound, and using hijacked tanks and choppers to make a run for the border. \$34.95 *Taito Software Inc.*

## Rampage

Smash and trash Go ahead get it out of your system, loose your temper, smash a skyscraper, trash a city, have an office building for lunch. Go on a rampage. Includes 1 or 2 player options, choose any of three mischievous monsters to control, 147 different cities to trash. Super colorful graphics and arcade-style animation. \$39.95 *Activision*

## Rastan

This arcade epic transports you to the ancient and mythical land of Lograth. Be the invincible war lord, Rastan, and kill off a host of evil Lords, slay deadly dragons and capture life-giving magical powers as you try to defeat the mighty Castle King. Be sure. Be swift. Be brave. You have the power to triumph; use it well. \$39.95 *Taito Software Inc.*

## Reach for the Stars, Third Edition, by SSG

Up to four players battle against each other to become rulers of space empires. Your job is to improve the environment and industry by building warships. \$39.95 *Electronic Arts*

## Realm of the Warlock

The elders of Ashtron have been kidnapped by an evil warlock; it's up to you to find and free the leaders of the town and defeat the sinister wizard. Expert-level graphic/text adventure. Over 72 hours of game play. Includes text only mode, run from RAM, etc. Price unavailable. *Incognito Software*

## Rebel Charge At Chickamauga

The Blue and The Gray. Recreation of the two-day battle in 13 turns, each representing 2 hours of real time. The battlefield is shown on a 64 x 54 square-grid map. Offers zoom in for a tactical map and zoom out for strategic playing. Compete against another player or the computer in The Basic Game, Intermediate, or The Advanced Game. \$59.95 *Strategic Simulations*

## Red Lightning

When Red Lightning strikes, World War III begins. As the Soviet player, your mission is to sweep aside NATO forces and capture the Ruhr. As the NATO commander, you have the more challenging task of repelling the invasion, while maintaining the alliances. Advanced weapons used in modern land and air combat, such as the Soviet T-80 tank and U.S. F-117 Stealth Bomber. We've created a game that takes into account the probable number and makeup of units for each side in the near-future. Three scenarios, five difficulty levels and multiple options challenge the avid wargamer to explore the possible outcomes should World War III erupt. \$59.95 *Strategic Simulations Inc.*

## Red Storm Rising

Red Storm Rising focuses on the tactical operations of an American nuclear attack submarine after a crushing invasion of Western Europe by the Warsaw Pact. The player's mission as submarine commander is to locate and destroy Soviet submarines and surface vessels as they leave their base near the Arctic Circle, before they can reach the Atlantic to disrupt the shipping of U.S. men and supplies to the battle front. Based on Tom Clancy's best-selling novel of the same name, the game presents the player with five types of radar and sonar devices, five classes of sub-launched missiles, and three versions of programmable torpedoes. These systems include sonar that can categorize an enemy submarine by the signature of its propeller noise, missiles that fly through the air before plunging through the water to strike submerged submarines, and smart torpedoes that can turn and home in on their own targets. The high-tech gear produces a riveting effect and with all the data and high-tech decisions the player has to make, the pressure of playing cat and mouse with another sophisticated submarine can be awfully intense! \$54.95 *MicroProse*

## Reel Fish'n by Interstel

How many days can a small business owner take off from the shop with out losing out? Depends on whether his days at the lake are profitable. Join him in this fishing simulation game and spend a sunny day reeling in fish. \$44.95 *Electronic Arts*

## Renegade

2 A.M. is no time to be alone in the subway, and you are about to find out why. The blistering fast-paced street style karate action takes place on subway platforms, old shipping piers, and seedy city streets. Defend yourself from multiple attackers and out maneuver the local motorcycle gang. If Big Bertha and her whip wielding friends don't finish you off, the skin heads and their razor knives just might. \$34.95 *Taito Software Inc.*





# Entertainment

## Return to Atlantis

Novel-sized role-playing adventure in which you work as an agent for The Foundation to complete 14 missions and find Atlantis. Explore over 140,000 locations. Digitized voices, 3D scrolling underwater graphics. Stereo music and sound. Help keys and more. \$19.95 *Electronic Arts Software Classics*

## Rick Dangerous

Rick Dangerous combines fast-action arcade adventure with humorous graphics and strange sounds to give gamers an alternative to the fight to the death genre of entertainment software. The hero, armed only with a six-shooter, some dynamite, and a Big Stick, spends most of his time trying to stay alive amidst the chaos and mayhem of a variety of exotic, dangerous locales. Rick fights for his life in four scenarios: an Amazon temple, where Rick must dodge hostile tribesmen; an Egyptian pyramid, where Rick squares off against ruthless assassins; a Nazi prison camp, where Rick fights to free Allied POW's; and a Nazi missile base, where Rick is the last hope of the free world. Each scenario calls for the fast reflexes and the ability to solve puzzles appearing at a moment's notice, and leaving little time to find the answer. Though there are more sophisticated games on the market, no game packs more fun than Rick Dangerous. \$34.95 *MicroProse*

## Rick Davis's World Trophy Soccer

Rick Davis's World Trophy Soccer features real-to-life animation designed and programmed by professional cinema animators! The superb multidirectional scrolling is so smooth and fast it can make you dizzy just watching it! Play with a friend, and you'll both have a lot of fun. Play against the computer, and you're in for the wildest challenge ever! It's literally like bringing the Arcade machine home. Now available for the Amiga 1 MEG+. Coming soon for the Amiga 512K. \$49.99 *Mastertronic International*

## Ringside

World championship boxing. Fight your way through 10 opponents to the title. Decide your fighter's name, weight, and age; assign strength points to a variety of techniques. Modify the length of rounds and the rest between rounds. Also features a training mode in which you can train your fighter against the computer or another player. Game saves top 10 scores to disk. Super graphics and sound; a must for the boxing fan. One or two player action. \$39.95 *Microdeal*

## Risk

It's the classic game of world domination! Challenge your powers of strategic planning in this game of fierce attack and vigilant defense, bold strikes and cunning traps. Victory depends on how you deploy your forces, where you fortify your frontiers, and when you attack your enemies. \$39.99 *Mastertronic International*

## Road Raider

In a world changed beyond recognition, where rules are non-existent, where you must find the mad menace, Dr. A. Noid. Before Dr. A. Noid and his slimy mutants destroy everyone in sight, it is your mission as a bounty-hunter to seek out a sane solution before you are smashed to bits. Features: gruesome graphics, three exciting environments, three progressively difficult levels and a wide variety of weapons. \$49.95 *Mindscape Inc.*

## Roadwar 2000

Lead a road gang in the year 2000 to locate 8 scientists who can find a cure for the results of bacteriological warfare. \$39.95 *Strategic Simulations Inc.*

## Roadwar Europa

Lead a road gang to locate and destroy terrorists in post-doomsday Europe. \$9.95 *Strategic Simulations Inc.*

## Roadwars by Arcadia

The Battlesphere. An infinitely maneuverable, ultimately invincible interplanetary tank. Just the thing for clearing the endless space highways circling the moons of the planet Armageddon. Blast attackers. Smash through barricades without a scratch. Take on a friend, or go it alone and become King of the Road! \$34.99 *Electronic Arts*

## Robbeary

Arcade adventure features a thieving bear loose in the department store. \$24.95 *Anco Software USA Inc.*

## Robocop

A blockbuster film translation recreates the action on the streets of Detroit. \$44.95 *Data East USA, Inc.*

## Rock Challenge

So you think you know a lot about Rock music? Let Rock Challenge test your knowledge of rock trivia. Thousands of questions from the 50's to today. Compete against family and friends in five different categories. Additional Question Disks will be available soon. \$39.95 *ReadySoft, Inc.*

## Rocket Ranger

Experience action, romance, thrills and spills of the old Saturday morning serials. Action begins with an urgent message from the future...a future that saw the Nazis win WWII. An underground group of scientists in the 21st century risk lives to send you a jet propelled rocket suit, ray gun, and secret decoder wheel. Skillfully used against a cunning and ruthless foe, these devices help you become the superhero that changes history and saves mankind. \$49.95 *Cinemaware Corp.*

## Rockford by Arcadia

Let Rockford be your guide on the greatest Archaeological expedition in the world. Search for gold pieces of ancient Pharaohs, the seas of Tiresius, and the Apples of Eternal Youth. Four levels of difficulty. \$34.99 *Electronic Arts*

## Rogue

One of the great underground adventures. With 26 dangerous levels and one daunting truth: The game is never the same twice. Concentrate on the maze monster just ahead. Or keep your eyes peeled for trap doors and deadly darts. Mission: Descend the Dungeon of Doom, recover The Amulet of Yendor, and make it safely back to level one. Price unavailable. *EPYX*

## Romantic Encounters at the Dome

Adult text game set in the sophisticated hi-tech private club called The Dome. Play out different personae: be romantic or reckless, etc. \$39.95 *Microillusions*

## Rush 'N Attack

You asked for it, and now you have the chance to rescue groups of POW's held prisoner in the depths of an enemy camp. Try to defeat a fleet of choppers along with guerrilla attacks. Joystick controlled. Features simultaneous play for two players or play against the computer. \$44.95 *Konami Inc.*

## RVF Honda

Simulation of formula-like motorbike racing. Available now. \$39.95 *MicroProse*

## Santa Paravia and Fiumaccio

A Kingdom-type game that's a ball for one to six players. The more players, the more intensity. Each player rules a little city-state in 13th century Italy. Every turn is one year and each player must set his taxes, buy and sell grain or land, build cathedrals, palaces, mills and markets. The first state to prosper will rise in rank and the winner becomes King or Queen. \$29.95 *StarSoft Development Laboratories*

## Savage

In Savage, the player is a powerful warrior searching for his kidnapped princess. To rescue her, the hero must battle his way through three challenging game scenarios. In the first, the hero beginning with only a battle axe, must survive the evil creatures and unavoidable obstacles within a tunnel-ridden dungeon. Giant dragons, strange, demon-like creatures and other unusual monsters attack the player as he searches for weapons and treasure to continue pursuit of his maiden. In the second level of play, Savage is on foot, racing toward the castle where his princess is held captive. The player must negotiate his way through fast-scrolling screens, avoiding the obstacles that appear without warning to





intercept him. In the third and final level of play, the hero telepathically communicates with a magical eagle that flies through a mystical maze seeking to complete the quest. More evil demons, strange creatures and lethal traps appear throughout in an attempt to thwart the final stage of the rescue. Savage is a great diversion from the real world. Available now. \$34.95 *MicroProse*

**Scary Mutant Space Aliens from Mars**  
Illustrated text adventure with a comic twist. Includes digitized graphics and sound, great animation, maps, function keys, quick-click controls, and humorous but challenging puzzles. \$39.95 *ReadySoft, Inc.*

#### Scavenger Hunt I: an Adventure Through Time

Scavenger Hunt is an animated text adventure game, in which you become Buck Walker, the son of a 21st century time traveler. Journey into the past in search of five historical artifacts to become the winner of the first scavenger hunt throughout time. Features include overscan graphics, multi-tasking, mouse/keyboard shortcuts, an advanced text parser and smooth animation. Available fourth quarter 1989. \$49.95 *Aurum Software*

#### Scenery Disk #11

Includes the North-Eastern border of the United States: Detroit, Lake Huron. Incredible variety, from industrial Detroit to beautiful Niagara Falls. \$24.95 *subLOGIC Corporation*

#### Scenery Disk #7

Can be used with Microsoft Flight Simulator to greatly expand the user's flying environment. Features hundreds of miles of coastline, many rivers and roads, railroads, racetracks, and transmitter towers from the East Coast of the USA, in detail from Washington DC down through Key West, Florida. Over 130 airports will challenge the most seasoned Flight Simulator enthusiast. \$24.95 *subLOGIC Corporation*

#### Scrabble

Play Scrabble with friends or against the ultimate opponent, your own computer. Build your vocabulary and strategic abilities by playing through the different skill levels, from beginner to advanced. An ingenious combination of strategy and luck makes this game beloved of word lovers and gamers alike. \$39.99 *Mastertronic International*

#### Seastalker

Underwater adventure in a submarine. Learn to operate the submarine before the research center is attacked by a sea monster. \$9.95 *Infocom*

#### Seven Cities of Gold

Rewrite history as Christopher Columbus in this historic adventure game. From the Software Classics™ library. \$19.95 *Electronic Arts Software Classics*

#### Sex Vixens from Space

Adult graphic adventure game. As Captain Brad Stallion you must locate The Tribe, a colony of beautiful female clones from the planet Mondo who have been raiding the male population. Cruise throughout the galaxy in a one-man vehicle, known as the Big Thruster. \$39.95 *Free Spirit Software*

#### Shadow of the Beast

Billed as Psygnosis' Game of the Year, this game features 13 level high speed parallax scrolling, 350 screens, 128 colors on a single screen, 50 frames/second speed, 900K soundtrack and 132 different monsters to delight you. It must be seen to be believed. Packaged with a t-shirt, your FREE gift, featuring the famous Roger Dean artwork. \$49.95 *Psygnosis Ltd.*

#### Shadowgate

Adventure game with graphics. Destroy the evil warlock lord, avoiding collapsing floors, armed creatures, and other perils. \$49.95 *Mindscape Inc.*

#### Shanghai

Strategy tile-matching game based on an ancient Chinese game. Remove the tiles that match the dragon. First player to run out of tiles wins. More complicated than it sounds! \$39.95 *Activision*

#### Sherlock: The Riddle of the Crown Jewels

Take the role of Watson to find the missing crown jewels, using clues given in riddles. Includes sound. \$39.95 *Infocom*

#### Shinobi

You are a mild-mannered martial-arts instructor who turns into a master Ninja to save the children of the world's leaders. Use Ninja might to manage five rescue missions, each ending with confrontations with the Master Force. \$49.95 *Mindscape Inc.*

#### Shoot 'Em Up Construction Kit

For those people who are certain they can create a shoot 'em up game better than any they've seen at their local software store, Shoot 'Em Up Construction Kit provides them with all the tools to do just that. Three pre-designed games are included on the disk, and game designers can choose to tailor any of these to their own specifications or start from scratch to create an entirely unique game. \$19.95 *Accolade*

## The Bit Bucket

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# Entertainment

## Sideshow

Remember the day the circus came to town? Remember the midway, the freak shows, the popcorn and cotton candy? Well, the fun and excitement is all back with sideshow. Spend the day playing the classic circus games like the balloons, the dunk tank, the haunted house, and more, but use the actionware Light Gun (sold separately) for even more fun. Also uses mouse. Available November 1989. \$44.95 *Actionware*

## Silent Service

Action and strategy. Stalk enemy convoys through the waters of WWII's South Pacific. You make the crucial decisions. \$39.95 *MicroProse Software Inc.*

## Silpheed

A classic action game that transcends state-of-the-art, Silpheed is Sierra's latest import from Game Arts of Japan, the creators of the bestselling Thexder. Silpheed features advanced animation, visual effects and a complete soundtrack with nine original music compositions. \$34.95 *Sierra On-Line Inc.*

## Sim City

The city simulator strategy game. Year 3010: you become mayor and planner of our city. Fully animated with graphics and sound. Cars, boats, helicopters, monsters. Includes 8 cities on the verge of disaster: San Francisco before the earth quake, Tokyo before the monster attack, Boston before the nuclear meltdown. \$44.95 *Maxis Software Inc.*

## Sky Chase

Two player, jet fighter simulation game. Super fast flight animation, 3-D vector jets, full stereo sound. Choose from seven different jets. \$39.95 *Maxis Software Inc.*

## Sky Shark

Strap in for full throttle action! Trapped in enemy territory, you've got to fly your P-40 on a top secret mission through hell. The skies are thick with a deadly rain of armor-piercing artillery fire. They chose you for one reason. You're the best there is. Now you know the score, so aim right and fly tight. The skies are anything but friendly tonight. \$34.95 *Taito Software Inc.*

## Skyblaster

Fast-paced 3-D air/ground combat simulation. Battle planes and tanks from your helicopter. Solid graphics and extremely challenging, skyblaster will provide hours of entertainment for avid game players. \$29.95 *DigiTek Software*

## Skyfox

It's you alone in your sophisticated warplane against a skyful of enemy planes. From the Software Classics™ library. \$19.95 *Electronic Arts Software Classics*

## Skyfox II: The Cygnus Conflict

Blast through asteroids at 9000 kilometers/second. Reduce enemy fighters to stardust with Photon Pulse Bombs. Dangerous missions put you face-to-face with deadly Xenomorph fighters who fire with no questions asked. Set a course on the overview map and hit autopilot. When you reach your destination, blast the starbase into another galaxy. \$19.95 *Electronic Arts Software Classics*

## SLAPSHOT!

Hockey simulation uses digitized audio and team editing capabilities. Includes animated penalty calls and fights. Runs in real time. \$59.95 *Bethesda Softworks*

## Slaygon

Save the world from a toxic virus by destroying the Cybordynamics laboratory with your sophisticated military robot, Slaygon. Activate the Slaygon and prepare for the most important mission in the history of humanity. \$39.95 *Microdeal*

## Slip Stream

The nine streams of the Slip Stream have been overtaken by an alien race who have infested the planet with various defense space crafts. Each craft is powered by a crystal that lies at the end of each stream. Object: Liberate the nine streams by destroying each power crystal. After disembarking from the mother ship, destroy as much of the landscape and defense crafts as possible. Watch out for barriers! \$24.95 *Microdeal*

## Snake Pit

Control a snake through a series of complex mazes. The only way to move on to the next level is to eat all the food scattered within the labyrinth. The problem is that each bit of food causes you to grow or shrink. By the end of the maze, you could be gigantic. Avoid hitting your snake's everchanging body and make your way out of the maze. \$34.99 *Incognito Software*

## Snowberry

Snowberry, on thin ice is one of the funniest games produced for the Amiga. Snowberry is a little bear, that jumps across ice-blocks to find packages and pick up points. Many surprises and bonuses await him in this multilevel horizontally scrolling game. The game is designed like a comic series, with funny remarks and animation, a must for any game player with a sense of humor. \$29.95 *Starvision International*

## Software Golden Oldies Vol.1

Four great games. Adventure takes you to the depths of the Colossal Cave, where you collect treasure, and try to outwit the perils that lurk in every crevice. Eliza will simulate your conversation with a psychiatrist, and

analyze you with unnerving accuracy. In Life, you'll graph new life patterns. And then there's, Pong, the first video game and a true classic. \$29.95 *Software Toolworks*

## Solitaire Royale

Includes eight different variations: Reno, Corners, Golf, Pyramid, 3 Shuffles & a Draw, Klondike, Canfield, and Calculation. Plus three more childrens' games: Concentration, Pairs, and The Wish. \$29.95 *Spectrum Holobyte*

## Sorcer Lord by DataSoft

You must free the land of Galanore before the Shadow Lord invades and destroys the land. \$34.95 *Electronic Arts*

## Sorcerer

Sequel to Enchanter. Rescue your mentor Belboz and defeat the evil demon Jeeaar. \$14.95 *Infocom*

## Space Ace

Space Ace, the follow-up to last year's smash hit Amiga release of Dragon's Lair. Space Ace continues in the tradition of Dragon's with breath-taking graphics, animation and sound brought to life on the Amiga. Our hero, Ace, is being attacked by the evil commander Borf who has just kidnapped Ace's girlfriend Kimberely. Borf's plans are to take over the Earth by changing everyone into babies using his dreaded weapon....the Infanto Ray. It is your mission to save Earth. Be valiant space warrior, the fate of Earth is in your hands! \$59.95 *ReadySoft Inc.*

## Space Battle

Travel through a dense asteroid belt in deep space—a game for one or two players. \$19.95 *Constellation Software*

## Space Harrier by Sega

As Harrier, an astral exterminator, you're charged with obliterating from the polluted galaxy some of the most ghastly creatures imaginable. Sound dangerous? It is. But with laser blaster in tow you're well-armed against the myriad of futuristic obstacles that you encounter. \$49.95 *Mindscape Inc.*

## Space Quest I: The Sarien Encounter

Space-fantasy spoof featuring Roger Wilco, sanitation engineer turned interstellar swashbuckler who must save his planet against ship-napping Sarians. 3D animated graphics, new windowing system. \$49.95 *Sierra On-Line*

## Space Quest II: Vohaul's Revenge

Roger Wilco returns in this Vohaul's Revenge sequel as a space hero trying to defeat the evil scientist, Sludge Vohaul. Colorful animated graphics. \$49.95 *Sierra On-Line*





## Space Quest III: The Pirates of Pestulon

Once again Wilco is called to battle Pestulon pirates and to save two software authors, The Two Guys from Andromeda, from a shallow life of writing arcade games. \$49.95 *Sierra-On-Line*

## Space Racer

Twenty-fifth century racing game. The public's only excitement is the deadly Space Race Tournament. As Earth's champion, you must compete against three planets, three different tracks, and then the finals. Amazing 3D animation! \$19.95 *Broderbund Software Inc.*

## Space Ranger

Run the gauntlet of death across desert jungles and snow plains in the name of Good and Right! As the Galaxy's leading superhero, it is up to you to save the helpless natives of Beta Crucis from the terrible threat of the Mogdanians, the most vicious aliens ever to enter the Earth's Territory. Fast moving, interactive animation. \$19.99 *Mastertronic International*

## Space Rogue

Sophisticated 3D space flight simulation and intriguing role-play. Features superb graphics as you maneuver through twisting worm tunnels, turbulent ion storms, and dazzling shard fields. Lock onto streaking cruisers with your plasmatorps, zip through treacherous Malir gates as you seek your fortune as a merchant, pirate or bounty hunter! Includes 90-page novella, reference card, map and playbook. \$49.95 *Origin Systems Inc.*

## Space School Simulator

The player assumes the role of a student working to graduate from the Academy, a specialized university designed to train an elite corps of skimmer pilots. To graduate, students must complete 20 different missions, developing skills in skimmer design and combat, while learning the differences of each planetary system. \$34.95 *Scorpion Software*

## Space Spuds

3D arcade game designed for use with Haitex' X-Specs 3D Stereoscopic Vision system. Players confront an intergalactic food fight as fat-filled junk food assails their shapeless ship. Colliding with the junk food causes players to gain weight until they explode. Haitex' X-Specs 3D glasses offer a 3D view of the assault. The LCD shutter glasses lug into the second joystick port. The system also allows users to create custom images. Package includes game, X-Specs 3D glasses, Molecule 3D (a display program), D3D (displays static images), and Cubes 3D, a game in which cubes dance right out of the screen. \$12K minimum. \$124.95 *Haitex Resources*

## SpaceAce

An exciting duel in space. Man vs Man (or computer) with 6 ship types, 4 special powers and tons of options. \$24.95 *BoBWARE*

## Spacecutter

Blast through fleets of alien spacecraft in search of stargates. Features 3D shaded graphics, sideways scrolling and multi-level gameplay. But you don't have time to marvel at the solid, highly colored graphics or the incredible 3D light source with shadow effects. The skies are filled with lethal spacecraft, flaming asteroid belts and enemy missiles. Revolve, spin, twist and turn in a sensational feeling of movement and speed. \$29.95 *Rainbird Software*

## Spaceport

As the pilot of a prototype spacecopter, you navigate the interior of an asteroid, RENEGADE, to rescue the spaceport. Seek and destroy the enemy. \$19.95 *Constellation Software*

## Speed Buggy

World beating coin-ops converted for your home computer. Realistic 3D racing track, with your choice of five exceptional courses. \$39.95 *Keypunch Software*

## Speedball

Wearing spiked armor bodywear, helmet and gloves, you'll go face-to-face with some of the meanest goons in the world. Speedball is a total free for all. Choose your own team, collect power-up tokens during gameplay, you can even bribe the officials. Features a complete league system, with 11 teams vying for championship honors. Many strategic options are available-even cheating! \$39.95 *Cinemaware Corp.*

## Spellbreaker

Part III of the Enchanter trilogy. You must save your kingdom even as your own powers fade. \$14.95 *Infocom*

## SPOC Collection

35 original entertainment programs Rewritten to run without CLI. No copy protection. Sample \$5.00. \$25.00 *S.P.O.C.*

## SPOC Disk

Over 35 fun and games programs. Comes with a disk from SPOC PD, a great public domain collection. No copy protection. Both disks. \$25.00 *S.P.O.C.*

## Star Fleet I: The War Begins by Interstel

With one of the most powerful fighting cruisers in the universe, protect the Alliance from invading warships. Two dozen commands, sound and animated action, extensive documentation. \$54.95 *Electronic Arts*

## Star Trek V: The Final Frontier

Become Captain Kirk as you determine the fate of the Enterprise. Photo-quality renderings of the ship and crew, advanced action, adventure gameplay and realistic characterization produce a challenging experience that will take Star Trek fans where they've never gone before. Available January 1990. \$54.95 *Mindscape Inc.*

## Star Wars

Based on the George Lucas blockbuster, the game pits Luke Skywalker against the Empire's Death Star. \$39.95 *Broderbund Software Inc.*

## Starcross

Discover the key to the galaxy on a mysterious spaceship in the year 2186. \$9.95 *Infocom*

## Starfighter One

The challenge of a lifetime for the hightech starfighter. You must find and collect 7 crystals hidden on 7 different planets protected by the evil ruler. On your journey through hyperspace, meteor storms and enemy spacecrafts prevent you from reaching your goal. Planet fighters and robots fire against you. If you win you rule the planet and marry the princess. Price unavailable *Starvision International*

## Starglider

Realistic flight simulation enables you to fly with incredible quickness response time and unbeatable ease. Strategic missions with fast and furious action. Starglider brings together the reality of a flight simulator and an action-packed shoot 'em up arcade game. High speed animation and spectacular vector graphics are so outstanding, you'll experience a true feeling of flight. Plus, the fast-paced mission (should you accept it) leads you into battle against a galaxy of blood thirsty aliens. \$24.95 *Rainbird Software*

## Starglider II

A superfast space flight game with 3D solid graphics, spectacular sound effects and an amazing array of flying creatures and craft. Your ship is ready with the most sophisticated weapon system. Take the controls and see what you're worth. This long awaited sequel to Starglider incorporates high-speed animation, realistic flight simulation and non-stop action. Dare to continue the ultimate space flight. \$44.95 *Rainbird Software*

## Stationfall

Sequel to Planetfall. A dull assignment becomes an exciting adventure when you meet your old buddy Floyd and find the space station nearly deserted, except for an alien ship, an ostrich and a balloon creature. \$14.95 *Infocom*





# Entertainment

## Stellar Conflict

Time is running out on the world. As emperor of the world, you must build up and deploy a fleet of starships to conquer the galaxy planet by planet. \$39.95 *PAR Software*

## Street Fighter

Do battle in the back alleys of the Big Apple. In the shadow of ancient Chinese temples. In not-so-jolly old England. And win the grudging respect of eight of the toughest, meanest street fighters on the planet. Forget all the rules. This is strictly survival of the fittest. You'll need power, speed and plenty of street smarts. Watchout for Geki and his Ninja weapons, Birdie's lethal head butt, and the flying scissors kick of Gen. You've got a few tricks up your karate sleeve; a martial arts arsenal that includes hurricane kicks and dragon punches. Don't hold back for even an instant. No holds barred, best two out of three competition. Fight in England, China, Japan or the U.S. \$39.95 *Capcom, U.S.A.*

## Street Sports Basketball

Realistic, street-rules basketball, with teammates recruited from all around the neighborhood. Recruit your 3-man team and set up their shots. Rebound off a chain-link fence, dribble on the grass. Available soon. \$39.95 *EPYX*

## Strip Poker II

Settle in for an evening of sizzling strip poker with Susie and Melissa, each with their own style of play. The more chips you win the better it gets. \$39.95 *Artworx Software Company*

## Sub Battle Simulator

World War II simulation. Patrol over 20,000 nautical miles as you perform over 60 different missions including seek-and-destroy, rendezvous, and much more. Use any one of 6 American or German subs. \$39.95 *EPYX*

## Super Hang-On

Nobody can resist the pure temptation to go just a little faster or push a little harder. In this outstanding arcade translation we do just that, we put the gamer on the edge and challenge them to live there. Enjoy fast paced motorcycle racing action, where riders race on four different continents, each representing different levels of skill and difficulty. True to life animations of bike and rider. Full screen track representation. Turbo mode gives the true feeling of speed, and responsive acceleration to enhance playability and excitement. Nothing can compare to the feeling of anticipation and power as man and machine perform. \$44.95 *Data East USA, Inc.*

## Super Huey

Helicopter flight simulator, explore unknown territory and map the terrain. Combat using rockets and machine guns to defend a secret

desert installation from unknown hostile forces. Your assignment is to locate and attempt pick up of stranded military personnel, while learning the techniques of flying and familiarization of instruments. Joystick recommended. \$14.95 *Cosmi Corp.*

## Super Puzzle

Contains 90 jigsaw puzzles ranging in difficulty from pre-school to adult. Try 18 different pictures with number of puzzle pieces up to 256. Tracks number of correct moves, total tries, and total playing time. \$19.95 *Signs Etc. by D. Knox*

## Super Puzzle Data Disk

Compressed. Automated decompression results in two or more puzzle disks. Data disk #1: Original 32 color graphics and speech for 18 nursery rhymes. Data Disk#2: 18 animals and famous places. Requires original Super Puzzle. Mail order only. \$15.00 *Signs Etc. by D. Knox*

## Superstar Ice Hockey

A complete hockey simulation. Play center or goalie, coach a team, trade and draft players. You choose the level of complexity. Full player movement for up to 12 players on the screen. Variety of play options. \$49.95 *Mindscape Inc.*

## Suspect

You're framed for murder at an elegant masquerade ball. Use all your skills to prove your innocence. \$14.95 *Infocom*

## Suspended

From a cryogenic capsule, repair your home underground capsule by commanding six robots. \$9.95 *Infocom*

## Sword of Sodan

Action packed adventure. You take the part of one of the mighty twins, Sodan or Sodanna, who must rescue their parents trapped inside the evil castle Craggenmoor. Great animation of forests, graveyards, and characters who stand almost 2/3 screen size. Players direct characters actions as he or she jumps over obstacles, fights sword battles, and negotiates treacherous castle corridors. 11 exciting levels in all—using 4 MB of graphics and sound. \$49.95 *Discovery Software International*

## Swords of Twilight

The Multi-player feature in Swords of Twilight provides a dynamic, non-turn-oriented environment which allows up to 3 players to independently control their own hero or heroine at once. You can cooperate together, defend one another, or backstab each other. Just like real life. Eight parallel worlds connected by a magical Rainbow Road, guarded by fire breathing dragons. Lands with times and tides and beings with attitudes and

appetites. Your sword must be quick but hacking and slashing won't make you many friends. All characters (and there are over 30) have their own memories, personalities, histories and appetites that affect how they act, react and interact. Seek the banes of the evil Shadowlords. Yet defeating their minions of wraiths, skeletons and ruffians is only a task for the most cunning. This is one of the few Role Playing Games with real time action and animation that allows you to see and feel the action as it develops, not just read about it, and because of the multi-player capabilities, you don't have to wait for a turn. Available soon. \$49.95 *Electronic Arts*

## Talespin

Talespin is a package which combines drawings, texts, and sounds into a series of pictures to form an interactive adventure game. \$49.95 *Microdeal*

## Tangled

Tales Cast in the role of a wizard's apprentice, the player is given three progressively difficult tasks to accomplish as proof of their wizardly worthiness. Before long, discover an outlandish world that includes haunted houses, medieval fortresses and contemporary county farms. From a few hours to a few days of time-tripping fun and excitement. Travel through time, across continents—even use a magic carpet! \$29.95 *Origin Systems Inc.*

## Tanglewood

Control five mining mobiles, each with its own programs and data. Search the planet Tanglewood for the priceless 3D crystals. Problem solving in real-time, with over 1,200 locations to visit. Mouse-controlled, no text entry. Success depends on your problem solving and dexterity. \$39.95 *Microdeal*

## Tank Attack

Up to four players may take the role of the commanding General of a country's Tank Corps with an objective to capture the enemy headquarters. The computer issues all movement orders, battle results, the status of each unit and a daily newspaper which gives a full report. Players form allies before war is declared. \$29.95 *Artworx Software Company*

## Targhan

Targhan is a strategy-action adventure about the barbarian Targhan who goes out to fight The Evil One to free his village and revenge his father's death. This game features the most advanced graphics possible with huge, massive animated characters and superb sound effects. It comes as close to an arcade game as the gamer wants it to be. The game play features a very involved and deep game plot, 40 different characters (some enormous and all detailed). 120 different landscapes, excellent animation and beautifully drawn graphics as well as excellent, digitized sound





effects and a wonderful sound track. Targhan is probably the most stunning game you will ever play! \$39.95 *Star Games*

## Targis

Targis is our best agent. He must infiltrate the enemy's hideout and retrieve top secret stolen parts. Over 200 levels (the Level Editor allow infinite levels). Users can change all game graphics and animation with the program supplied on game disk. Written in C8000 assembler. \$39.99 *Incognito Software*

## Technocop

The only game that mixes the pulse-racing thrill of cops and robbers with the mind-blowing technology of tomorrow. A great combination of high-speed car chases and detective crime busting. The V-Max racer, high-tech weaponry and 11 levels of difficulty provides hours of riveting fun. \$49.95 *Epyx*

## Teenage Mutant Ninja Turtles

Team up with these heroes on a halfshell, armed with wacko bombs and armed blimps, as you fight off the Evil Foot Clan. Joystick controlled. For one player. Available October 1989. \$39.95 *Ultra Software Corporation*

## TeleEpic

The medieval version of the ultimate strategy war game. Instead of commanding tanks and artillery, you lead a band of heroes waging war against your mortal foe. Test your skills wielding a mighty axe or sword. Throw a dagger or check your accuracy as an archer. \$39.95 *Software Terminal*

## TeleGames

Like all our 'Tele' products, TeleGames provides the enjoyment of competition without the problem of where to play. Competition is enhanced with smooth 3D perspective graphic animation and digitized sound effects. Players may compete on one computer or 'TeleConnect' via modem. \$34.95 *Software Terminal*

## TeleWar

Strategy war game for two players at one computer or over the telephone. Destroy the opponent's headquarters. \$39.95 *Software Terminal*

## Telewar II

The Ultimate War Game Revisited with new terrains and enhanced game play features. Experience the ecstasy of blasting your best friend to rubble or disintegrating someone you don't even know. Watch out! You may be the next casualty peering out of a twisted pile of smoldering steel. \$39.95 *Software Terminal*

## Temple of Apshai Trilogy

Explore Apshai, beneath the Sahara. Nearly 600 dungeons and other dark places to

explore as you adventure through 12 levels of mazes, monsters, and magic to mythical Egypt. Includes 80-page book of Apshai lore. \$19.95 *EPYX*

## Terrorpods

As the sun disappears over the horizon, the uninviting, grey bleakness of Colian becomes apparent and the onset of night adds the bitterness of sub zero temperatures. Suddenly a shrilling siren, the status panel has gone crazy. Frantically, you attempt to decipher what has happened. You're whole being freezes...It can't be! The Terrorpods. \$39.95 *Psygnosis Limited*

## Test Drive

Driving simulation lets you drive one of 5 sports cars. Game ends early if you drive too slowly, go off the road, or get pulled over. \$19.95 *Accolade*

## Tetra Quest

Before the first galactic games can start, you must recover the stolen 6 Phoenix Tablets. They've been stolen by the Tetroids, who weren't invited to participate. If you can recover the Tablets, Phoebus, the sun god will make you a Phoenix and you'll soar above the four-level world. Space Age action. \$39.95 *Microdeal*

## Tetris

Requires fast thinking and quick reflexes. A variety of shapes descend from the top of the screen, player manipulates shapes into position to form solid rows. Challenge and speed increase at higher levels. \$34.95 *Spectrum Holobyte*

## The American Civil War: Scenario Disk One

Designed for use with The Universal Military Simulator, recreate the legendary struggles of The American Civil War on three-dimensional, contoured landscapes. Design your own maps, order of battles and objectives, or re-enact the three memorable battles—Shiloh, Chattanooga and Antietam—as they were. \$19.95 *Rainbird*

## The Android Decision by DataSoft

Take control in this sci-fi strategy while two cities battle for power. Each city produces robots that are capable of diverse roles. \$34.95 *Electronic Arts*

## The Art of Chess

Play against the computer or a challenger in this advanced chess game. Includes tournament-style chess clocks, mouse control, adjustable play style and level, onscreen performance meter. Help is available through the hint option and voice or text cues. \$34.95 *Anco Software USA Inc.*

## The Bard's Tale

Let the Bard use his magical talent to help you defeat Mangar, the evil scourge of Skara Brae. Sound effects, music, over 85 spells. \$49.95 *Electronic Arts*

## The Bard's Tale II: The Destiny Knight

A new Bard story with a new villain—the Archmage. More dungeons, clues, monsters, wilderness, and more. \$59.95 *Electronic Arts*

## The Black Cauldron

Based on the popular Walt Disney movie. Several game solutions, music, and 3-D color graphics. \$39.95 *Sierra On-Line*

## The Blue Angels

The Blue Angels flight simulator gives you view from the cockpit of a Blue Angel fighter jet. Perform the same maneuvers as the real Blue Angels. \$44.95 *Accolade*

## The Chessmaster 2000

Library of over 71000 moves, boasting 12 different levels of play from Newcomer to Grandmaster, including Teach and Hint. Players can play against the Chessmaster or select the Two People mode and have the program referee. It allows players to take back moves, show captured pieces, print games, replay games, solve problems, or watch great matches from the library. Complete with booklet. \$44.95 *Software Toolworks*

## The Crimson Crown

In this sequel to Transylvania, return and rid the kingdom of the evil Vampire! Princess Sabrina and Prince Erik accompany you on this quest to find the vampire and recover the magical crown. (Available for A1000 only.) \$19.95 *Polarware Software*

## The Crossword Creator V1.1

Version 1.1 allows you to design, save, and print your own crossword puzzles. Fast 87,000 word pattern matching dictionary. \$49.95 *Polyglot Software*

## The Cycles

Motorcycle racing simulation. Includes the actual international Grand Prix courses, three performance classes, and five different skill levels. You compete against nine world-class Grand Prix riders. Available October 1989. \$44.95 *Accolade*

## The Duel: Test Drive II

Racing simulation. Head-to-head racing with the world's two fastest (200 mph.) production cars: The Porsche 959 vs. the Ferrari F40. \$44.95 *Accolade*

## The Enigma Device

A great game for those who enjoy brain flexing cryptograms. It teaches concepts of code breaking and includes many useful hints for beginners. Tracks up to 20 players so everyone can enjoy these exciting puzzle challenges. \$39.95 *King Publishing*





# Entertainment

## The Games: Winter Edition

Find yourself smack in the middle of seven exciting Olympic events. From the adrenaline rush of the downhill skiing to the poetic beauty of figure skating. Players can change points-of-view from one event to the next. Compete against friends or the computer. Designed after the Calgary '88 Games. \$39.95 *EPYX*

## The Golden Pyramid

A game show for the Amiga, complete with talking host. Up to five players. Software that entertains you! \$13.95 *Micro Entertainment*

## The Guild of Thieves

Back in the unreal country of Kerovnia, you might find yourself ditched on a remote jetty by the Guildmaster, or that he expects you to ransack a well guarded mansion, or go grave-robbing, potholing, or maybe—if they're really doubtful of your abilities—everything at once! One hint: don't try any funny stuff, the Guildmaster has seen it all before. \$44.95 *Rainbird Software*

## The Honeymooners

Role play based on "The Honeymooners" TV series. \$39.95 *First Row Software Publishing*

## The Hunt for Red October

Submarine combat simulation based on the bestseller by Tom Clancy. Guide your Soviet nuclear submarine to the United States to defect. Uses mouse or joystick; scrolling message window gives time updates. \$49.95 *DataSoft*

## The Island of Lost Hope

Island of Lost Hope is a graphic adventure game with a multiple word parser, full keyboard and mouse interface, and an impressive array of graphics, animation and sound. You are a young captain trying to find the lost treasure of The Forgotten Souls, but ambushed by a band of cutthroat pirates, led by the infamous Captain Black, your ship was sent to the bottom of the ocean and crew lost, you are washed ashore on a tiny islet and left to die. Now you have nothing but your cunning to complete your quest. Along the way you face numerous obstacles and perils, including blood thirsty pirates, giant rats, and snakes, all leading to your final showdown with Captain Black. Two disk set. 512K Amiga one disk drive. Recommended for 1 Meg. (A1000 owners note - Halfbrite recommended) Available Fall 1989. \$39.95 *Digital Concepts*

## The Kristal

Become Dancis Frake, swashbuckling space pirate, in this epic quest to find the fabled Kristal of Konos and return it to its rightful resting place. Battle ruthless villains, woo a beautiful princess, and interact with strange alien life forms. Based upon an original play,

The Kristal features incredibly lifelike animation. Huge multi-disk universe and additively clever traps and puzzles. \$49.95 *Cinemaware Corp.*

## The Last Inca

The evil wizard Zulphosi was held captive under the rule of the three wizards from the new islands. After the last real wizard there died, he managed to escape. He now seeks revenge against the Inca people for their allegiance to the three wizards. Will you be the one to challenge Zulphosi? \$39.95 *Free Spirit Software*

## The Lurking Horror

Explore the nether regions in the basements and storage rooms of G.U.E. Tech. Confront shapes, sounds, unique characters and horrifying sights as you solve the challenging puzzles of the dreaded horror below. \$14.95 *Infocom*

## The Pawn

Set in the mythical world of Kerovnia, the Pawn represents all its characters and objects as if they existed in a real world. Your objectives are many, but the simplest is to escape from Kerovnia. You'll find others as you wander about the land and communicate with the characters you meet. Stunning color graphics. \$24.95 *Rainbird Software*

## The President is Missing

Terrorists have taken another hostage. Only, this time, it's the President of the United States and several other members of a top-secret economic summit. Your job: find them! Includes 30 minute audio cassette with kidnapper's demands and mystery clues. Foil this diabolical plot! \$39.95 *Cosmi Corp.*

## The Remarkable Talking Super Puzzle

Preschool to adult. 90 possible jig-saw type puzzles with 18 pictures. 5 levels: 4 pieces to 256 pieces. Lower levels feature spoken introduction and instructions. Based on principles of behavioral psychology with compliments and rewards. Player options for picture, level, menu, music, slideshow and various screen manipulations for the curious. \$19.95 *Signs Etc. by D. Knox*

## The Rubicon Alliance by DataSoft

Tranquility prospers in Hyturian until the pirate planet, Nono, stealthily slips through the outer fringes of the Rubicon, raiding solar shipping, destroying outposts. As starfighter commander Hawkins, you have been ordered to find Nono before it destroys the alliance. You are required to complete eight difficult missions, each with a specific goal and time limit. The 3D holocube, vital to your quest will assist you in charting planet and revealing the flight of enemy craft. \$29.95 *Electronic Arts*

## The Scrolls of Talmouth

First in a series of quest disks for Paladin, the animated fantasy game. Each quest disk includes 16 games, all linked into one grand quest. Mages, swordsmen, rangers and thieves will put you to some difficult tests on your path to knighthood. \$24.95 *Omnitrend Software Inc.*

## The Seryachi Campaign

First in a series of combat scenario disks. Each disk includes 16 scenarios—all set within a self-consistent network. Whether you're fresh out of bootcamp or a veteran STAR leader, these campaigns will give you a chance to test your mettle against a challenging set of opponents and conditions. \$24.95 *Omnitrend Software Inc.*

## The Supercars

Add on car disk for The Duel which along with California Challenge allows you to create your own combinations of landscapes and high performance cars. \$19.95 *Accolade*

## The Three Stooges

Join the zany masters of mirth as they try to save the local orphanage from the clutches of the evil banker who wants to foreclose. Rescue the old lady and her three beautiful daughters. Situation and digitized voices and sound effects from classic stooges films. Eye-popping graphics and animation. You'll feel like you're starring in the original Stooges movies. \$49.95 *Cinemaware Corp.*

## The Twilight Zone

You're traveling in another dimension. Not only of sight and sound, but of mind. Where shadows of reality mix with images of nightmares...There's a signpost up ahead...The next stop...The Twilight Zone. Participate in several stories that, at first, may seem unrelated, but eventually weave themselves into a single complex plot. \$39.95 *First Row Software Publishing*

## The Universal Military Simulator

Re-enact ancient battles of classic history. Make each conflict come to life on three-dimensional contoured landscapes. Pre-programmed historical battles include Gettysburg, Hastings, Marston Moor and Waterloo. View from any angle, go from an overview or zoom in to an individual unit. Design your own maps on a unique three-dimensional grid system. Create your own orders of battles and objectives using a powerful built-in editor. \$49.95 *Rainbird Software*

## Thexder

Pilot your armored robot through caves, cargo holds, and spaceship interiors. Transform Thexder into a jet. Over 20 kinds of aliens, hi-res artwork, synchronized soundtrack. \$34.95 *Sierra On-Line*





#### Thud-Ridge

You lead Wild Weasel in a modified Thud, and F105 Thunderchief. Only one thing stands between you and Hanoi-Thud Ridge—40 miles of rolling terrain leading straight downtown. Being a Thud Driver demands nerve, skill and raw courage. Master the 10 actual missions. If you've got the guts, this is your game. \$44.95 *Three-Sixty*

#### Thunder Blade

You control the ultimate attack helicopter. Fly over skyscrapers, mountains, deserts and the sea as you attempt to accomplish the near-impossible mission of defeating the enemy. Best-selling arcade game! \$49.95 *Mindscape Inc.*

#### Thunderboy

An action-adventure game. Battle the dragon in the dark land where even the butterflies are deadly. \$29.95 *DigiTek Software*

#### Time Bandit

16 lands, 16 levels per land, over 3000 screens. Travel through time and space for priceless treasures. \$39.95 *Microdeal*

#### Times of Lore

An ancient land is in turmoil since the king and his young child disappeared 20 years ago. You as a hero-for-hire, learn much of the distinctions between appearance and reality while completing your quests. Over 60 characters, detailed cities and towns. \$39.95 *Origin Systems Inc.*

#### Titan

The year is 2114, the place: Vegapolis. Professor Hybris, the genius behind all analytical conceptors, is the creator of a brand new leisure concept, which has been driving crowds crazy. But the game is deadly and all have died somewhere along the eighty levels. To succeed you must guide the power sphere across eighty immense and synthetic worlds using just one magical and magnetic control unit, while avoiding all manner of death obstacles. Ultra fast scrolling, multi color graphics and a variety of game play. \$44.95 *Titus Software Corp.*

#### Tom & Jerry

Celebrate Tom and Jerry's 50th Anniversary in a cartoon like arcade game. Available October 1st, 1989. \$29.95 *InnerPrize Software*

#### Torch 2081

You are a pilot in the World Military Service chosen to defend your planet, Torch, against the remnants of interplanetary nuclear wars. Use the Surface Defense Glider to create panels that protect the inhabitants of the planet. Be careful, the task won't be easy: you'll face fireballs, deadly spit fires, and the perimeter patrols who trace the edge of the panels in an attempt to vaporize you. Over 90 levels of play. \$29.95 *Digital Concepts*

We take a byte out of the price



ONE BYTE

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#### Total Eclipse

An impending eclipse of the sun is about to trigger an ancient Egyptian curse. Alone in a vast Egyptian pyramid, you face a chamber of horrors beyond your imagination. Plunge forward into the pungent atmosphere of what could be your greatest archeological discovery, and if you fail, your last. Unless you locate and destroy a mysterious, secret shrine, Earth will be annihilated. Race against a real time clock, experience Freescape, a 3D first person perspective of your surroundings. \$39.95 *Cinemaware Corp.*

#### Tournament Disk for Leader Board

Accessory for Leader Board. \$19.95 *Access Software*

#### Tracers

The interiors of all computers have been invaded by terrorists, thieves, and other lowlifes. As a member of the Integrated Human Operations Police, you must stop them. \$34.95 *Microillusions*

#### Transputer

3D Arkanoïd-style action! 32 screens. Superb digitized sound effects! \$34.95 *Scorpion Software*

#### Transylvania

The classic adventure by Antonio Antiochia. Rescue Princess Sabrina before dawn and avoid the Transylvanian night life. (Available for A1000 only.) \$19.95 *Polarware Software*

#### Traveler

A science fiction role playing adventure. Explore unknown star systems, trade and piracy, governments and political structures. Meet bizarre human and alien cultures and battle in fast-action combat with futuristic weaponry. The first adventure will focus in a sparsely settled area of the Imperium called the Spinward Marches. The Marches are fertile ground for powerful adventures, literally surrounded with cultures often characterized as other than friendly. Price unavailable. *Paragon*

#### Triango

A strategy board game based on the ancient oriental game of GO. Place your pieces on the hexagonal shaped grid and try to capture triangular shaped areas. Surround your opponent's pieces with your triangles, and you'll capture his pieces. Up to 4 players at a time. Save games and records of your moves on the board. \$39.95 *California Dreams*





# Entertainment

## Trinity

It's the end of your London vacation and the beginning of World War III. Escape to another universe before an H-bomb vaporizes the city. Learn to travel through time and space, back to the dawn of the atomic age. \$14.95 *Infocom*

## Trivia 1 Expansion Disk for Discovery

Trivia categories include Nobel Prize winners, sports, and famous quotes. Discovery program disk required. \$19.95 *Microillusions*

## Trivia 2 Expansion Disk for Discovery

Trivia categories include movies, space travel, and famous people. Discovery program disk required. \$19.95 *Microillusions*

## Turbo

Speed through cities, countrysides and mountains in this road war game with continuous shooting excitement. Increasing levels of difficulty, obstacles to both help and hinder the driver. \$24.95 *Microillusions*

## TV Sports Football

Over 28 teams play a 16-game season with post-season playoffs. Pregame warmup shows, broadcasters, cheerleaders, fans, and a half time show add to the realism. Call the shots as head coach, or play as quarterback, running back, or wide receiver. Set up your offense and defense. Full color graphics and animation. Play against the computer or in head-to-head action. Requires 1 MB RAM. \$39.95 *Cinemaware Corp.*

## Twilight's Ransom

Interactive graphics/text adventure set in dangerous big city. You have twelve hours to rescue your kidnapped girlfriend Maria. Standing in your way is a rogue's gallery of hustlers, con men, and gangsters. Features include a picture disk with over twenty detailed illustrations. Actual clues to help you solve the mystery; over 175 mysterious locations to explore, and a complex plot in the best crime adventure tradition. \$34.95 *Paragon*

## Twin Ranger

Solid 3D perspective graphic scrolling gives 2 players both horizontal and vertical smooth scrolling background plus improved sound and animation. \$39.95 *Starvision International*

## U.S. Open Courses I

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Merion Golf Club, Winged Foot Golf Club, Bellerive Country Club, The Country Club of Brookline MA and Shinnecock Hills, Long Island. \$20.00 *Moonlight Development*

## U.S. Open Courses II

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Baltusrol (Springfield NJ), Olympic Club (San Francisco), Medinah #3 (Illinois), Champions Golf Club (Houston), and Oak Hill (Rochester NY), the 1989 site. Medinah will host the 1990 open! \$20.00 *Moonlight Development*

## Ultima Trilogy I-II-III

The complete Ultima adventures in one package that tells the captivating story of the struggles of Lord British's kingdoms with the forces of darkness-the Triad of Evil. Journey through The First Age of Darkness, confront The Revenge of the Enchantress and then face Exodus: Ultima III when the Great Earth Serpent awakens from a slumber of ages. Only a party of adventurers can save Sosaria. \$59.95 *Origin Systems Inc.*

## Ultima III

Fantasy role-playing. Defeat the evil wizard, using navigational strategies and ship-to-ship combat. Advanced dungeon graphics and full color visuals. One to four players and roster of up to 20 characters. Soundtrack with on/off sound toggle. \$39.95 *Origin Systems Inc.*

## Ultima IV

Fantasy role-playing. Become an Avatar and lead your people by demonstrating the virtues of Avatarhood. Hundreds of characters to interact with. Difficult challenges, ethical dilemmas. \$59.95 *Origin Systems Inc.*

## Ultima V

Over four man-years in the making, Ultima V is the latest in the saga. Takes place in the extraordinary realm of Britannia, and features all new magic and combat systems. Lord British, benevolent sovereign of Britannia, has been lost on an expedition to explore the newly discovered underworld. Blackthorn has assumed the throne and imposed martial law to keep peace, but he is soon seduced by power and becomes a tyrannical dictator. Only you, the Avatar of Legend, can save the true King and end Blackthorn's reign of terror. Full length music soundtrack. \$59.95 *Origin Systems Inc.*

## Uncle D's ConSOUNDtration

The ultimate game of concentration for children 4 & up. Match digitized sounds with colorful graphics. Requires no reading skills. Includes three data bases: ABC's, 123's, and Pix(animals, tools, environmental, etc.) \$29.95 *AlohaFonts*

## Uncle D's ConSOUNDtration Data Disk #1

Additional games to be used with Uncle D's ConSOUNDtration. Includes commonly seen signs, states of the U.S., and more environmental -animal, music etc. Available now. \$24.95 *AlohaFonts*

## Uninvited

Interactive adventure with graphics. Search for your brother in a demon-filled mansion. Digitized sound and animation. \$49.95 *Mindscape Inc.*

## Universe 3

Animated role-playing adventure game. Set in the 24th century, you lead a diplomatic mission to Earth. Features a sophisticated mouse based parser for rapid play. Also includes digitized sound effects. \$49.95 *Omnitrend Software Inc.*

## Vampire's Empire

Deep in the Transylvanian forest, in the depths of his underground lair, Count Dracula and his minions stir. Armed with your Magic Light, mirrors and garlic you must fight your way through the Vampire's Empire to battle the evil Count. Winner of a BEST OF '88 award. \$44.95 *DigiTek Software*

## Vegas Gambler

A realistic casino gambling simulation with stunning graphics and life-like sound. Features 4 popular games: Blackjack, Video Poker, Roulette and Slots. Accurate odds and payoffs based on a famous Las Vegas casino. \$39.95 *California Dreams*

## Video Vegas

Exciting casino action on your computer. Try your luck on slot machines, draw poker, Blackjack or Keno. Includes Blackjack card counting. Games look and play exactly like the real versions in Las Vegas. Offers fun for the beginner and challenges the pro. \$34.95 *Baudville*

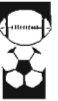
## Vietnam: Scenario Disk Two

Designed for use with The Universal Military Simulator. Written by historian Edward Bever, Ph.D., author of Conflict in Vietnam plus a number of strategy simulation programs. Bring the devastating reality of this war to your screen. Includes three significant firefights from the battles of Dak To—Hill 823, Ngoh Kam Leat and Hill 875. \$19.95 *Rainbird Software*

## Vigilante

Nothing like a well delivered flying kick to stop these bald-headed brutes. No pain, no dame! Better get a grip on your chako-sticks or you won't get your girl. Those scuzzy guttersnipes have resurfaced. This time they're wreaking havoc on your home turf and they've kidnapped your woman. There's no telling what they might do! Even the cops have coped out. It will be up to you to save her. As Vigilante, you must take the power into your own hands and stop these maniacal mohawks before it's too late. Only you can defeat the skinheads, deliver justice, and rescue your babe. Use your fists, your feet, or nail 'em with your numchucks, because these punks only fight one way-dirty! Available October 1989. \$44.95 *Data East USA, Inc.*





### Viper Patrol

Muscles tense, beads of perspiration dot your brow as trained eyes search a scrambled message. Mission control has spotted enemy activity in the 7th quadrant: your backyard. Starfleet is on routine patrol far beyond the other side of the galactic core! No signal can reach them in time. Strap yourself in and blast off to meet danger head on! Hone skills to perfection as you blow apart wave upon wave of enemy vipers! Keep your finger on the trigger and eyes on incoming fighters as you remember only this: you're all you've got \$14.99 *Key Punch Software*

### Virus

Destroy the killer genes with scanners, laser cannons and heat-seeking missiles. Experience superfast scrolling with twisting, curving, patchwork landscape below and high-speed, attack runs from above. Arcade action and addictive game play provide hours and hours of fast, furious entertainment. Multi-directional movement and highly sensitive control system make flight virtually effortless. Virus is addictive, infectious and fun. \$29.95 *Rainbird Software*

### Vortex

Man's misguided attempt to harness new sources of energy ripped a hole in the very fabric of space-time. Engulfing everything in its path, the resulting Vortex also acts as a gateway for antimatter aliens from another universe. Fight up to 32 enemies at once, vibrant graphics and smooth animation. \$39.95 U.S.; \$49.95 CANADA *Visionary Design Technologies Inc.*

### Vyper

Save the universe. Over 100 levels, 25 opponent types, and panning stereo sound. Extremely fast animation. For 1 or 2 players. Addictive! \$39.99 *Incognito Software*

### War in Middle Earth

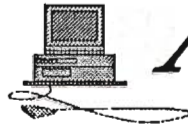
Fantasy role playing, war strategy, animated adventure game. Follow in the footsteps of Frodo, Aragorn and Gandalf as they battle to get the ring to the Cracks of Doom. The Destiny of Middle Earth lies in the balance. Roam at will across the 36-screen scrolling map containing thousands of digitized locations in which you can control a cast of over 80 animated characters or armies. \$49.99 *Melbourne House*

### Warlock

You alone have been chosen to rescue the stolen Karna from the depths of darkness. Journey through 20 levels of ghoulish graveyards and creepy countryside to locate this precious jewel. Equipped with only your wits and your scepter, you'll do battle with as motley an assortment of critters as you've ever imagined! \$34.95 *Three-Sixty*

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### Way of the Little Dragon

Karate adventure game with eight levels and four challenges. 6 different kicking techniques, 2 punches, 2 parrying techniques, and 4 colorful background screens. \$19.95 *Constellation Software*

### Wayne Gretzky Hockey

This riveting simulation is packed with all the strategy, excitement, and hard-hitting action we could squeeze into an Amiga. Actual digitized fight videos drop you right where the playing gets rough! Fully animated players, digitized stereo effects right from the rink, extensive player stats, variable speed instant replay lets you review the action in forward or reverse. \$49.95 *Bethesda Softworks*

### Wayne Gretzky Hockey Data Disk

Includes 24 NHL teams with player names and numbers, 11 different player ratings and line combinations. \$19.95 *Bethesda Softworks*

### Weird Dreams by Medalist International

Puts players into the subconscious mind of a hospital patient as he undergoes surgery. Here the player encounters giant wasps, carnivorous rose bushes, a psychopathic lawn mower and a little girl who is not all sugar and spice. In confronting the many unusual challenges in Weird Dreams directly affects the patient's health on the operating table. Anyone claiming to have figured it all out will need more psychiatric help than the designers of the game. Available November 1989. \$39.95 *MicroProse Software, Inc.*

### Western European Tour

Our latest and hottest scenery disk available yet! To be used with all subLOGIC flight simulation products. Detailed scenery covering southern Great Britain, northern France, and southern West Germany. The basis of our fun "Find Red Square" promotion. \$24.95 *subLOGIC Corporation*

### Western Games

Package contains two disks and is played in the tradition of the wild wild West. Actually 6 great games rolled into one rootin' tootin' contest. One or two players can compete in a series of wacky olympic-style contests including: arm wrestling, beer shooting, cow milking, dancing, eating, and quid spitting??? Digitized sound and great animation! \$34.95 *DigiTek Software*

### Where in the World is Carmen Sandiego?

Players are introduced to world geography. Carmen and her notorious band of thieves are on a worldwide crime spree. Using your crime computer at the Acme Detective Agency, you'll gather facts before embarking on an international chase through the beautiful capitals of the world. \$44.95 *Broderbund Software Inc.*

### White Death 1MEG

World War II Eastern Front strategic simulation with digitized sound. Full color graphics. Computer opponent or play by modem. \$59.95 *Command Simulations*

### Who Framed Roger Rabbit?

The movie comes to the small (Amiga) screen. Three great arcade sequences in a game animated with Disney art. Like three games in one! \$44.95 *Buena Vista Software*

### Willow

Let Willow introduce you to three very unlikely heroes who will have to fight for the survival of everything that is good in the world. The Baby: Destined to cause the downfall of the evil Queen Bavmorda. The Warrior: A master swordsman who's skills are the only thing standing between the baby and certain death. And the Farmer: He dreamed of magic and adventure and got his wish. Includes seven separate, exciting game sequences, a game reset option that allows you to create new maps and new spells, virtually a new game! \$39.95 *Mindscape Inc.*





# Entertainment

## Windwalker

Lightening-fast martial arts action combined with extensive role-playing. Encounter a variety of colorful characters in palaces, monasteries, pagodas and countryside located throughout multiple regions. Explore the culture, personalities and events of the ancient Orient. Animated combat sequences with authentically depicted gymnastic and acrobatic movements. Features hundreds of characters including merchants, alchemists, villagers and farmers. \$39.95 *Origin Systems Inc.*

## Winnie-the-Pooh in the Hundred-Acre Wood

Educational game by Sierra and Disney. A gusty wind has scattered Pooh's friends' things all over the countryside. Help Pooh and the others find their belongings. Music, animation, many game solutions. Price unavailable. *Sierra On-Line*

## Winter Challenge

Go for the gold in five winter events: Ski Jump, Downhill, Bobsled, Giant Slalom, and Biathlon. Animated graphics. One to six players. \$14.95 *Mindscape Inc.*

## Winter Games

Participate in seven different events, from downhill skiing to figure skating. Compete against your friends or the computer. Complete with national anthems. \$19.95 *EPYX*

## Wishbringer

A ransom note from a kidnapped cat takes an ordinary mail clerk through extraordinary adventures to the powerful Wishbringer stone. \$14.95 *Infocom*

## Witness

You're a hard-boiled detective in 1938 L.A. Find the real culprit of a murder case or face suspicion yourself. \$9.95 *Infocom*

## Wizard of Wall Street

Strategic, educational simulation based on the stock market. Very graphic oriented. Available October 25th, 1989. \$34.95 *InnerPrise Software*

## Wizard Wars

Creative graphics adventure. Tale of gallant heroism and wicked villainy. Set in the imaginative fantasy kingdom of Mogardia. State-of-the art graphics; over 50 fantastic

creatures; sophisticated combat generation, 3-D scrolling mazes, sound effects, musical score. Includes Wizard's spell book and pouch. Available March 1989 \$39.95 *Paragon*

## Word Plex 2.1

Updated version of Word Plex. \$39.95 *PAR Software*

## Word Plex Data Disks

Additional data disks. \$24.95 *PAR Software*

## World Class Leader Board

Update to Leader Board. \$44.95 *Access Software*

## World Games

Travel around the world to compete against international athletes in eight sporting events. Ski in France, roll logs in Canada, dive cliffs in Mexico, lift weights in Russia, ride bulls in the U.S. \$39.95 *EPYX*

## World Odyssey

World geography in a puzzle format. Select map (12 choices) and answer question about geography. You control the answer format. Score is kept for the 10 best players. \$49.99 *The Other Guys*

## World Snooker

Enjoy pool played 5 different ways from around the world. Great graphics and logical lay-out make it easy to use and fun to play. Zoom-in for precision, play in a practice mode, challenge 6 different levels against the computer. \$24.95 *Artworx Software Company*

## World Tour Golf

Choose from over 20 different courses or design your own. Model your player after a favorite pro golfer. Split screen allows player to view overhead or golfer's eye view simultaneously. \$19.95 *Electronic Arts Software Classics*

## Xenophobe by Medalist International

Classic arcade game of alien extermination. A combination of fast and furious action, high-tech weaponry and detailed, often amusing graphics. Xenophobe puts you in command of three rag-tag squads of scientist and soldiers to reclaim abandoned space stations from alien invaders. Aliens are everywhere in the game and they don't feel like negotiating. From a squad of nine men, the player selects the two best personalities to handle each

mission. They then face a continuous wave of strange creatures with names like Roller baby, Snottterpillar and Tentacle each having its own special way of knocking out human attackers. Soldiers fight back with a smoke gun, laser pistol, lightning rifle, and hand grenades. Available December 1989. \$39.95 *MicroProse Software, Inc.*

## Zany Golf

Players maneuver their ball through flashing lights and crazy music in the Pinball Hole; putt under a jumping burger in the Hamburger Hole; and dart laser beams, particle rays and transporter pads in the Energy Hole. The imagination is unleashed in holes featuring moving walls, magic carpets, a castle and a hole with a mind of its own. \$39.95 *Electronic Arts*

## Zero Gravity

You're on a journey of discovery into the farthest reaches of the universe, charting new courses into the unknown. But space travel can get monotonous, what can you do? Play Zero Gravity, space age raquetball. You're on one side of the cargo bay in a weightless atmosphere. Use your paddle to hit the red and white ball off the panels to trick your opponent. You use the top half of the screen, your opponent uses the bottom. \$29.95 *Microdeal*

## Zoom

Maze strategy in space. Easy to learn, but oops factor makes it difficult to master. Zoom through space on a luminized grid. Hug the corners and shoot the straight aways. This is intense arcade action at a fast pace. Chase down the magic powers that give you bursts of energy and other strengths. But beware the dreaded Angleheads and Wormlets! \$29.95 *Discovery Software International*

## Zork I

The interactive classic that takes you to the ruins of an underground ancient empire to search for the Treasures of Zork. \$14.95 *Infocom*

## Zork II

Journey to a hidden region ruled by the exiled Wizard of Frobozz. \$14.95 *Infocom*

## Zork III

Finish the game by finding out why you are in the perilous ruins of the empire and what you are supposed to be doing there. \$14.95 *Infocom*

## Zork Trilogy

Zork I, Zork II, and Zork III all in one package. \$49.95 *Infocom*

## Zynaps

Four exciting levels of fastpaced, intense arcade action! We rate it the best shoot'em up of the year. \$34.95 *Scorpion Software*

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# Education



## •Biology•

### **Biology by Martha College Edition**

Combination human-biology and micro-biology. \$199.95 *Lee Software*

### **Biology by Martha High School Edition**

Combination human-biology and micro-biology. \$99.95 *Lee Software*

### **Biology By Martha: Human Biology CE**

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*

### **Biology By Martha: Human Biology HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Biology By Martha: Invertebrate Animals CE**

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*

### **Biology By Martha: Invertebrate Animals HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Biology By Martha: Microbiology CE**

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*

### **Biology By Martha: Microbiology HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Biology By Martha: Plants CE**

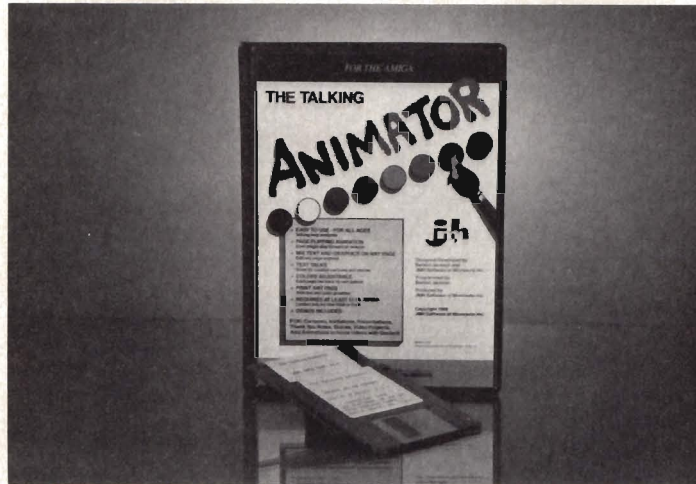
Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*

### **Biology By Martha: Plants HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Biology By Martha: Reproduction CE**

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*



### **Biology By Martha: Reproduction HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Biology By Martha: Vertebrate Animals CE**

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*

### **Biology By Martha: Vertebrate Animals HSE**

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*

### **Birds 'N' Bees**

Facts of life instruction. \$14.95 *Intracorp*

## •Business•

### **Starting a New Business**

Realistic simulation teaches the principles of starting a new business venture. \$59.95 *Queue Corporation*

### **The Ad Game**

learning objective is to read a bertical bar graph and interpret the data for maximum results. The student is given a product to sell and profile the age groups that buy it. The goal is to use the most effective advertising medium (radio, TV, newspaper, magazine) to reach the greatest audience. \$29.95 *MicroEd*

## •Economics•

### **Spell M-O-N-E-Y**

The learning objective is to identify the definitions of basic economic terms. The student's goal is career advancement and

security through education and promotion. Wages and saving may increase as a part of performance evaluation. \$29.95 *MicroEd*

## •Elementary Education•

### **A Christmas Carol**

Complete bookdisk of Dickens' A Christmas Carol with at least 10 illustrations and talking slide show. Two disks. \$7.00 *Jumpdisk*

### **Aesop's Fables**

Twelve illustrated stories with reading and vocabulary questions, 800-word spelling list. Ages 6-9, 1-2 players. Four different learning games are included. You may also add your own weekly spelling lists

for practice. Memory game options include matching pictures to pictures, pictures to words, words to words or words to contractions. Uses speech and great graphics. \$49.95 *Unicorn Software Company*

### **Crayons And Rainbows**

Teaches preschoolers about colors in a fun game format with animated characters and colorful graphics. Requires 1 MB RAM and 2 disk drives. \$19.95 *The Trumor Company, Inc.*

### **Donald Duck's Playground**

Educational game teaches financial concepts, logic, planning, and spatial reasoning. Help Donald Duck earn money to build a playground for his nephews. Sort airline baggage, work at a produce market, help out at a toy store, and run the Amquack railroad. Price unavailable. *Sierra On-Line*

### **Early Math MA-902**

Adding With Objects, Subtracting With Objects, What Number is Missing?, and Count 'Em. \$49.95 *MicroEd*

### **Electric Crayon Deluxe: At the Zoo**

The next best thing to being there! As each picture is accessed, A Digitized sound file is played of the lion, tiger, bear etc. You can color the picture and play the sound over an over. There is also a Description file to accompany each picture containing information and little known facts about the featured animal. Each picture can be printed in color and black and white with one of six print options, including: Custom Banner, Personalized Message, Print with Description, Print with Calendar. A sheet of 64 color stickers is included to mark special days on the calendars. \$39.95 *Polarware*





# Education

## **Electric Crayon Deluxe: Dinosaurs Are Forever**

Dinosaurs Are Forever will grab the imagination of children of all ages as digitized sounds of a dinosaur are played with each picture. You can color the picture and play the sound over and over. There is a Description file to accompany each picture containing information and little known facts about the dinosaur shown. Each picture (26 total) can be printed in color and black and white with one of six print options, including: Custom Banner, Personalized Message, Print with Description, Print with Calendar. A sheet of 64 color stickers is included to mark special days on the calendars. \$39.95 *Polarware*

## **Electric Crayon Deluxe: All Dogs Go To Heaven**

Simply point and click on the color palette of 24 colors (there are 4,906 colors available), then click the crayon in the area you want to fill! The Electric Crayon Deluxe computer coloring books offer Custom Banner, Calender, and Poster-Making capabilities and digitized sound. Design a banner with a colored picture at each end and your personal message in the middle. Write poster messages to be displayed below your work of art, or print the picture with the computer-supplied description that will describe facts about the animal you've just colored! Make calenders and mark special occasions with 64 colored stickers enclosed in the package. Available Fall 1989. \$39.95 *Polarware, Inc.*

## **Electric Crayon Deluxe: Coloring Calenders**

Coloring Calenders (with digitized sound) promises to provide hours of entertainment and learning for all ages. Simply point and click on the color palette of 24 colors (there are 4,906 colors available), then click the crayon in the area you want to fill! The Electric Crayon DELUXE computer coloring books offer CUSTOM BANNER, CALENDER, and POSTER-MAKING capabilities. Design a banner with a colored picture at each end and your personal message in the middle. Write your own poster message to be displayed below the work of art, or print the picture with the computer-supplied description that will tell you all about the holiday or season you've just colored! Make calenders and mark special occasions with 64 colored stickers enclosed in the package. \$39.95 *Polarware, Inc.*

## **First Letters & Words by First Byte**

Talking computer friend teaches young children letters and words, upper case and lower case letters, and helps build reading vocabulary. Age 3-8. \$39.95 *Electronic Arts*

## **First Shapes by First Byte**

Talking computer tutor teaches geometric shapes to children. Encourages children to make toys, or challenge skills in a matching game. \$39.95 *Electronic Arts*

## **KidTalk by First Byte**

Talking notebook reads back in male or female voice. Pull-down and graphic menus; built-in pronouncing dictionary; guided tour and Help screens; options for editing, printing, and secret coding. \$39.95 *Electronic Arts*

## **Kinderama**

Five talking games with animated graphics. Beginning addition, subtraction, upper and lower case letters, and more. Awarded Best Educational Program of 1988 by Commodore. Uses speech to enforce learning. Also includes a Robot Construction Set for creative fun. \$49.95 *Unicorn Software Company*

## **Little Red Hen (story diskette)**

Enjoy the story of the Little Red Hen as she works, plants and harvests the wheat. Make flour and bake bread. Enjoy digitized and synthesized sounds, music and animation. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## **Match-it**

Teaches children basic colors and shapes through games and tutorials. \$39.99 *The Other Guys*

## **Nimble Numbers**

Count, add, subtract, multiply, divide. Preschool to age 8. Remedial: used in New Zealand schools. Bright graphics, natural digitized speech. \$29.75 +3.95 air freight *Hokianga Software*

## **Nursery Rhymes (story diskette)**

Children learn to read with familiar rhymes such as Jack and Jill, Humpty Dumpty, Little Miss Muffett, and more. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## **RE-910**

Learning the Alphabet Teaches children to recognize upper and lower case letters in the proper order. \$29.95 *MicroEd*

## **RE-915**

Beginning Reading Skills 4 Disks, grades K-3. Over 1000 words in sentences varying in difficulty from: A MAN RAN. to SEE A HAWK FLOAT IN THE BREEZE. \$89.95 *MicroEd*

## **Read & Rhyme**

Outer-space theme. Talking language arts activities in phonics, reading, rhyming and more. Ages 5-10, 1-2 players. \$49.95 *Unicorn Software Company*

## **Read-a-Rama**

Talking program with 6 language arts activities. Includes authoring system for parents to create lessons. Ages 5-8 (2 disks). Parents may add weekly spelling lists for practice. \$59.95 *Unicorn Software Company*

## **Reading Adventure 1**

Interactive reading game allows players to participate in completing the story. Adventure 1. \$39.95 *Queue Corporation*

## **Reading Adventure 2**

Interactive reading game allows players to participate in completing the story. Adventure 2. \$59.95 *Queue Corporation*

## **Reading Adventure 3**

Interactive reading game allows players to participate in completing the story. Adventure 3. \$59.95 *Queue Corporation*

## **Reading and Thinking I**

Reproducible classroom exercises in inferential thinking and reading comprehension. \$54.95 *Queue Corporation*

## **Reading and Thinking II**

Reproducible classroom exercises in inferential thinking and reading comprehension. \$54.95 *Queue Corporation*

## **Reading and Thinking III**

Reproducible classroom exercises in inferential thinking and reading comprehension. \$54.95 *Queue Corporation*

## **Robot Readers: Aesop's Fables**

Reading game uses popular fairy tale to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*

## **Robot Readers: Chicken Little**

Reading game uses popular fairy tale to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*

## **Robot Readers: Little Red Hen**

Reading game uses popular fairy tale to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*

## **Robot Readers: The Ugly Duckling**

Reading game uses popular fairy tale to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*





## **Robot Readers: Three Little Pigs**

Reading game uses popular fairy tales to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*

## **Robot Readers: The Three Bears (Goldilocks)**

Reading game uses popular fairy tale to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. \$29.95 *Hilton Android*

## **SmoothTalker by First Byte**

Converts English text or numbers into natural sounding speech. Use it to proofread, tell stories, etc. Adjust gender, pitch, tone, volume, and pronunciation. \$39.95 *Electronic Arts*

## **Tales From The Arabian Nights**

Three stories with graphics, questions, and glossary. Several games, mini word processor. Ages 8-12, 1-2 players (2 disks). Talking program helps develop important comprehension and vocabulary skills. \$49.95 *Unicorn Software Company*

## **The Talking Animator**

Easy to use page flipper. Lets each frame have its own palette of colors from 4096. Incorporates talking text into any page of graphics to give you the ultimate doodle pad to create stories or cartoons. All documentation on-line, just press the HELP key. Ghosting feature lets you see images from previous pages for graphics placement and smooth animation. The output works well with genlocks. Runs with 512K, but 1 meg recommended. Shipped with data disk full of animations and details for submitting your creations to the The Talking Animator. \$49.95 *JMH Software*

## **The Adventures of Sinbad**

Three stories, over 600 questions. 1-2 players. Join Sinbad to earn his fortune and see the world. Includes mini word processor, more. Talking program builds vocabulary and comprehension skills. \$49.95 *Unicorn Software Company*

## **The Legend of Sleepy Hollow**

A complete bookdisk of The Legend of Sleepy Hollow. Includes over 10 illustrations and talking slide show. \$4.00 *Jumpdisk*

## **The Sesame Street Crayon Series: Letters for You**

The Sesame Street Gang introduces children to the ABC's. Offers coloring entertainment and education. Contains dozens of reusable pictures with point and click coloring. This program includes digitized sound files of

children's voices describing each picture, which can be played over and over. There is also a poem accompanying each picture to enhance learning. Each picture can be printed in color or black and white with one of six print options including: Custom Banner, Personalized Message, Calendar, Print with Description. There is a sheet of 64 stickers included to mark special days on the calendars. \$39.95 *Polarware Software*

## **The Sesame Street Crayon Series: Numbers Count**

The Sesame Street Gang introduces children to numbers. Offers coloring entertainment and education. Contains dozens of reusable pictures with point and click coloring. This program includes Digitized Sound files of children's voices describing each picture, which can be played over and over. There is also a poem to accompany each picture to enhance learning. Each picture can be printed in color or black and white with one of six print options which include: Custom Banner, Personalized Message, Calendar, Print with Description. There is a sheet of 64 stickers included to mark special days on the calendars. \$39.95 *Polarware Software*

## **The Sesame Street Crayon Series: Opposites Attract**

The Sesame Street Gang introduces children to opposites. Offers coloring entertainment and education. Contains dozens of reusable pictures with point and click coloring. This program includes digitized sound files of children's voices describing each picture, which can be played over and over. There is also a poem accompanying each picture to enhance learning. Each picture can be printed in color or black and white with one of six print options including: Custom Banner, Personalized Message, Calendar, Print with Description. There is a sheet of 64 stickers included to mark special days on the calendars. \$39.95 *Polarware Software*

## **The Talking Coloring Book**

Talks to the child and teaches color recognition. Drawing option allows children to draw, color, and print their own pictures. \$29.95 *JMH Software*

## **The Talking Storybook (reader diskette)**

Teaches reading skills by example. No reading skills are necessary to operate, works for pre-readers also. Uses digitized and synthesized sounds, 4-part harmony music and animation. Read pages sequentially, or flip to any page, forward or backward. Requires reader diskette. \$39.95 *Designing Minds, Inc.*

## **The Three Bears (story diskette)**

Enjoy a familiar story while learning to read or improve reading skills. Uses digitized

## **For Kids 4 & Up!**

"This is what educational games on the Amiga should be. ... It couldn't be simpler or more fun." ★★☆☆

INFO Sept/Oct 1989

Rated one of the top 15 educational games for the Amiga. **Honor Roll**

AmigaWorld August 1989

## **Uncle D's ConSOUNDtration**

Suggested retail \$29.95.

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sounds, entertaining graphics and 4-part harmony music. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## **The Wonderful Animal Kingdom**

Six activities teach about the animal kingdom and develop reading and vocabulary skills. 1-4 players, graphics, voice. Age 6-12. \$49.95 *Unicorn Software Company*

## **Uncle D's ConSOUNDtration**

The ultimate game of concentration for children 4 & up. Match digitized sounds with colorful graphics. Requires no reading skills. Includes three data bases: ABC's, 123's, and Pixs(animals, tools, environmental, etc.) \$29.95 *AlohaFonts*

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## **Uncle D's ConSOUNDtration Data Disk #1**

Additional games to be used with Uncle D's ConSOUNDtration. Includes commonly seen signs, states of the U.S., and more environmental -animal, music etc. \$24.95 *AlohaFonts*

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## **•English•**

### **Antonyms**

Antonyms are the focus of this interactive teaching program. Each lesson gives the learner practice in supplying the antonyms of words presented by the computer. The student can request help from the computer as needed. \$29.95 *MicroEd*



## Complete Practical Composition Series

Practical Composition I-V. Improve your writing skills with this 5-disk set. \$229.95 *Queue Corporation*

### CP-941

Capitalization Teaches students how to capitalize words correctly within sentences. \$29.95 *MicroEd*

### Cross-Links

A word-find game that allows players to use their own words to build puzzles. Fun for ages 7 to 70. \$29.95 *Poco Loco*

### Ghostly Grammar

Learn grammar through tutorial and games. Parts of speech, punctuation, and sentences. Grades 3 through 12. Available Winter of 1989. \$49.95 *Unicorn Software Company*

### GR-910

Basic Grammar Teaches students to identify nouns, verbs, adjectives, prepositions, conjunctions, and interjections. \$29.95 *MicroEd*

### How to Spell

A tutorial on the rules of spelling. \$39.95 *Queue Corporation*

### Image Spinning (Creative Writing)

This program provides practice in putting together effective images that can be used in almost any kind of creative writing, especially in poetry. Throughout this exercise, the computer acts as an idea starter, while the final results are entirely the student's own. \$49.95 *MicroEd*

### Land of the Unicorn

Educational program for grades 3-8 covering synonyms and antonyms, as well as problem solving. Includes intricate maze game. \$49.95 *Unicorn Software Company*

### Practical Composition V

Using Words Correctly. \$44.95 *Queue Corporation*

### Practical Composition I

Making Words Work. \$44.95 *Queue Corporation*

### Practical Composition II

Logical, Clear Sentences. \$74.95 *Queue Corporation*

### Practical Composition III

Selecting the Best Approach. \$44.95 *Queue Corporation*

### Practical Composition IV

Making Sentences Work. \$44.95 *Queue Corporation*

## Practical Composition Package I

Includes Volumes I-III. \$144.95 *Queue Corporation*

## Practical Composition Package II

Includes Volumes IV and V. \$144.95 *Queue Corporation*

### Practical Vocabulary

High school level drill for recognition and use of definitions, antonyms, synonyms, word roots, prefixes. \$54.95 *Queue Corporation*

### PU-940 Punctuation

Teaches students how to punctuate properly. \$29.95 *MicroEd*

### SP-902 Spelling

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. \$29.95 *MicroEd*

### SP-903 Spelling

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. \$29.95 *MicroEd*

### Sp-904 Spelling

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. \$29.95 *MicroEd*

### SP-905 Spelling

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. \$29.95 *MicroEd*

### SP-906 Spelling

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. \$29.95 *MicroEd*

### SP-907 Spelling Detective Game

Learn how to spell the 100 most frequently misspelled words. Also teaches the use of phonemes. \$39.95 *MicroEd*

### Spell-A-Fari

Uses synthesized and digitized speech to teach spelling skills. Create and edit spelling lists of up to 54 words. High-quality graphics animations. Six games to print to the printer or play from the computer. Available October 1989. \$39.95 *Designing Minds, Inc.*

### Speller Bee by First Byte

Talking speller coach encourages students in three challenging word games. Use 150-word list, or make your own. \$39.95 *Electronic Arts*

## Spelling 1

Expansion Disk for Discovery Spelling game for grades 1 through 10. Requires Discovery program disk. \$19.95 *Microillusions*

## Spelling 2

Expansion Disk for Discovery Grades 9 through 12. Spelling proficiency advances through ten levels. Requires Discovery program Disk. \$19.95 *Microillusions*

## The Word Master Vocabulary Builder

Four educational activities designed to build word-power skills, including placement test and PacMan-type maze game. Designed for grades 3-8. Expandable with Supplementary Data Disk for grades 9-12. \$49.95 *Unicorn Software Company*

## Usage Boners

In this series of lessons, the user learns to identify common mistakes in usage, such as, I Should Of Know, or He Gave It To Mary And I. \$49.95 *MicroEd*

## VO-920

Vocabulary Series High-level package includes words from the New York Times, Atlantic Monthly, etc. Learner-controlled instruction. \$49.95 *MicroEd*

## Vocabulary Adventure I

Players earn treasures by answering progressively challenging vocabulary questions. \$59.95 *Queue Corporation*

## Vocabulary Adventure II

Players earn treasures by answering progressively challenging vocabulary questions. \$59.95 *Queue Corporation*

## Vocabulary Adventure III

Players earn treasures by answering progressively challenging vocabulary questions. \$59.95 *Queue Corporation*

## Vocabulary Series Two

In this series of lessons, the user works with words that have the same, or similar, meanings as other words. For example, the words banish and eject could be paired as synonyms. A combination of multiple choice, fill in the blanks, and spelling tasks are involved. The Amiga will provide assistance as needed. \$29.95 *MicroEd*

## WD-915 Word Demons

A lesson in usage of homonyms and verbs. \$29.95 *MicroEd*

## Words That Sound Alike

In this program, the student learns to identify and spell words that sound the same but are spelled differently. For example, wait and weight, or steak and stake. The Amiga provide help when needed. \$29.95 *MicroEd*





## •ESL (English as a Second Language)•

### LA-981 Learning English as a Second Language

Five disks per package. English as a second language for the beginner. Features many digitized pictures and the Amiga voice. Mouse controls response. \$89.95 *MicroEd*

### LA-982 Learning English as a Second Language

5 disks per package. English as a second language for the beginner. Features many digitized pictures and the Amiga voice. Mouse controls response. \$89.95 *MicroEd*

### Learning English As A Second Language

This 11-disk series begins the job of teaching English as a second language. Digitized pictures are extensively employed. The Amiga speaks throughout the entire series. The MOUSE is the response device. NOTE: This series begins the job of teaching American English as a second language. As such, it is suitable only for persons who do not yet know English. It would be too simplistic for anyone who beyond that point. \$189.00 *MicroEd*

## •Foreign Language•

### Beginning German

MicroEd used its powerful C.L.A.S. authoring system in collaboration with a German language teacher to create this original program of foreign language instruction. The Amiga speaks German throughout every lesson, and will not allow the student to enter any incorrect word, or even a single wrong letter! The program assumes the learner knows English. \$69.95 *MicroEd*

### French Grammar II

Ten lesson modules. \$34.95 *Queue Corporation*

### French Grammar III

Ten lesson modules. \$34.95 *Queue Corporation*

### French Grammar I

Ten lesson modules. \$34.95 *Queue Corporation*

### Kwik-Speak

Lessons in conversational Spanish. Beginning Spanish covers present tense; Intermediate Spanish covers past and future tenses. \$49.95 *Eclipse Data Management*

### Linkword

Languages Software and audio tapes. French, German, Spanish, Italian, Dutch, Greek, Portuguese, and Russian. Uses mental

imagery to link foreign words to acoustically similar English words. Learn 400 words in 10 hours, less than 1/3 the time of conventional teaching methods. Ideal for travelers, business people, and first year language students. \$29.95 *Artworx Software Company*

### Senor Tutor

Teaches basic conversational Spanish with self-paced, interactive lessons. Digitized sound. 6 disks, pictures, dictionary. Teaches greetings, phrases, household terms, directions, more. \$69.95 *Finally Technologies*

### Spanish Grammar I

Ten lesson modules including at least one review of Spanish grammar and vocabulary. \$34.95 *Queue Corporation*

### Spanish Grammar II

Ten lesson modules including at least one review of Spanish grammar and vocabulary. \$34.95 *Queue Corporation*

### Spanish Grammar III

Ten lesson modules including at least one review of Spanish grammar and vocabulary. \$34.95 *Queue Corporation*



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## •Geography•

### Choromap

Complete data mapping package. Creates basemap on the screen with the mouse, inputs data for different areas, and colors the map according to each area's data value. \$51.00 *Bassett Geographic*

### Digital Landscape

Lets the user view in 3D the terrain of any area of the U.S., (excluding Alaska and Hawaii). To view an area, data may be entered either from one of the elevation disks which are included with the package or from a topographic map. Digital Landscape uses the data to produce high resolution 3D wire frame renderings and color coded contour maps. User may set map to produce more or less details, rotate map 360 degrees, save to disk as IFF files then transfer to graphics program for the addition of text. Contains over 400,000 elevations taken at regular intervals across the U.S. \$124.95 *Digiscape Software*





# Education

## Geography Expansion Disk for Discovery

Physical and political geography and more. Grades 9 through 12. Requires Discovery program disk. \$19.95 *Microillusions*

## Great States II

Fun educational game. Learn important and interesting facts about the United States. Complete tutorials on each state. Game information includes state name, capitol, abbreviation, date entered union, state bird, flower and tree. Plus bonus trivia questions. A great time for the whole family. \$39.95 *Designing Minds Inc.*

## The United States

A United States map with point and click access to detailed information on all 50 states. Also includes U.S. Constitution and Declaration of Independence. \$19.95 *BTPSoftware*

## U.S. Geography

Adventure Game format teaches student to identify states, cities, and other geographical features of the United States. \$59.95 *Queue Corporation*

## World Atlas

The first program that gives you valuable information on more than 165 different countries around the world, easy access to information by graphic map or keyboard is available for the first time ever in an electronic geographical program for the Amiga. \$49.95 *Starvision International*

## World Geography Adventure I

Game format teaches student to identify countries, cities, and other geographical features of the world. \$59.95 *Queue Corporation*

## World Geography Adventure II

Game format teaches student to identify countries, cities, and other geographical features of the world. \$59.95 *Queue Corporation*

## World Geography Adventure III

Game format teaches student to identify countries, cities, and other geographical features of the world. \$59.95 *Queue Corporation*

## World Geography Adventure IV

Game format teaches student to identify countries, cities, and other geographical features of the world. \$59.95 *Queue Corporation*

## •Health•

### Diabetic Diet Manager

Assists the diabetic in food selection based on his/her doctor's recommendations. \$49.95 *Lee Software*

## Nutrition Guide for the Home

Provides nutritional information on a personal basis. Recipe analysis, and daily intake analysis. \$89.95 *Lee Software*

## Nutrition: A Professional Guide

A nutrition planning, reference, and analysis tool for the professional (2 disks). \$199.95 *Lee Software*

## SC-936 Aids Information Game

Provides basic information on the AIDS virus in a game format for 1-4 people. \$39.95 *MicroEd*

## Total Control Diet

A high-tech approach to weight control and diet. Personal history and specific daily recommendations. \$49.95 *Lee Software*

## Health Med

Comprehensive home medical guide. \$99.00 *Lee Software*

## Nutri-FAX

Nutritionally analyze your recipes for the most common nutrients. Data base utilizes food items from USDA Handbook 8 and allows for easy user expansion. Includes Variety Cookbook Recipe Disk with over 150 recipes edited for home use. \$59.95 *Meggido Enterprises*

## •History•

### All About America

U.S. history and geography with 16 stories, illustrations, questions, maps and quizzes. Ages 6-11. 2 disks. Each story is followed by comprehension and vocabulary questions. Map disk covers states and capitals, directions, postal abbreviations, North & South before the Civil War, colony maps. Uses speech as an extra stimulus. \$59.95 *Unicorn Software Company*

### American History Adventure

Students meet and identify American historical characters in a challenging game format \$59.95 *Queue Corporation*

### History

Expansion Disk for Discovery Grades 9 through 12. Ancient through modern history. Requires Discovery program disk. \$19.95 *Microillusions*

### SS-951 Lewis and Clark Expedition

Five disks. 50 digitized photographs and drawings provide pictorial settings for Lewis' and Clark's achievements. \$89.95 *MicroEd*

### SS-952 Across the Plains

Two disk set program features 20 digitized pictures depicting the journey of Americans across the Great Plains to the West Coast. \$59.95 *MicroEd*

### SS-953 Early Great Lakes

A 3 disk book on the fur trade. Interactive text, 30 digitized pictures of the European-Indian relationship in the 17th-19th centuries. \$79.95 *MicroEd*

### SS-954 Making our Constitution

Four disks. Features digitized pictures of the people and events associated with the making of the Constitution. \$79.95 *MicroEd*

### SS-955 Transcontinental Railroad

Interactive instructional program with digitized pictures of the story of the transcontinental railroad. \$39.95 *MicroEd*

### SS-956 Introducing Maps

2 disks. Digitized pictures. Improves students' knowledge of geography. \$59.95 *MicroEd*

## •Logic•

### Lessons in Reading and Reasoning

The complete four disk Reading and Reasoning series which teaches logic and reading by examining various fallacies. For a more complete description of the individual lessons, please refer to the separate listings below. \$149.95 *Queue Corporation*

### Lessons in Reading and Reasoning 1

Lessons in reading and reasoning teach logic and reading by examining various fallacies. Lesson 1 examines shift-word fallacies and circular reasoning. For grades 9 and up. \$39.95 *Queue Corporation*

### Lessons in Reading and Reasoning 2

Lesson two addresses fallacies of inadequate data and the red herring fallacy. For grades nine and up. \$39.95 *Queue Corporation*

### Lessons in Reading and Reasoning 3

Lesson three examines stereotyping. For grades 9 and up. \$39.95 *Queue Corporation*

### Lessons in Reading and Reasoning 4

For grades 9 and up. Lesson four examines sexism fallacies and proverbs. \$39.95 *Queue Corporation*

### The Logic Master

Helps develop high-level thinking skills in analogies and number series. Includes fantasy role playing game. Grades 5-12. \$49.95 *Unicorn Software Company*

## •Math•

### Algebra I

Evaluate, plot, and simplify algebraic expressions. Work with functions, numeric expressions, geometric measurement, systems of equations, and radicals. Find roots and solve quadratic equations, linear equations, more. \$49.95 *True BASIC, Inc.*





## Arithmetic

Educational programs for studying and reviewing topics in arithmetic. Includes fractions, percent, square roots, metric system and more. \$49.95 *True BASIC, Inc.*

## Balancing Act

The learning objective is to be able to check a bank statement for errors through addition and subtraction. The student views a checkbook that includes deposits and withdrawals. Errors must be identified. Accuracy and speed are the factors that will either elevate the player to bank president or land in unemployment. \$29.95 *MicroEd*

## Boomeraid

Witness outback bushman removing social undesirables from city park using spear and boomerang. These weapons follow graphed flight paths, with control through a mathematical equation. Also included: Mathbench graphing tutor, teaching graphing concepts, 20 questions to test knowledge on subject matter. Games uses concepts learned in tutor. \$39.50 *TSA Media*

## Calculus

Educational program covers general topics in calculus. Includes graphing and a routine to perform symbolic differentiation on any  $y=f(x)$  function. Display formulae for multiple derivatives, and plot the function and its derivatives on single graph. Topics include limits, tangents to a curve, minima and maxima, area under a curve using approximation methods, more. \$49.95 *True BASIC, Inc.*

## Decimal Dungeon

Escape the dungeon master by answering math decimal problems. Age 9 and up. Full-screen explanations are given for incorrect answers. Choose to add, subtract, multiply, divide decimals or to convert them to percents or fractions. Arcade-style game with each player on his or her own difficulty level. \$49.95 *Unicorn Software Company*

## DESCARTES!

**2-D graphing package; allows up to 50** equations composed of all standard operators and functions to be displayed simultaneously in a palette of 8 out of 4096 colors. Calculates derivatives of functions instantly. Allows easy formatting of axes, grids, as well as labelling, either linear or logarithmic. \$39.95 *Mindware International*

## Discrete Mathematics

Educational foundation for introducing computer science. Construct truth tables, Venn diagrams, build binary trees and do binary searches, compare sorting algorithms under different conditions. Includes True BASIC source code. \$49.95 *True BASIC, Inc.*

## Doug's Math Aquarium

Graphic program plots mathematical expressions in 2D and 3D color. \$89.95 *Seven Seas Software*

## Fraction Action

Escape the mad professor by answering math fraction problems. Incorrect answers lead to full-screen explanations. Age 9 and up. Arcade-style game for 1 or 2 players with each in his own difficulty level. Choose to add, subtract, multiply or divide fractions. \$49.95 *Unicorn Software Company*

## Fraction Concepts

There are four programs on this disk. They teach the primary concepts and skills needed to work with fractions. Topics include writing proper and improper fractions and mixed numbers, identifying equivalent fractions, and reducing fractions. \$59.95 *MicroEd*

## MA-904 Sum-It Mountain

Grades 1-8. Success depends on the student's ability to add numbers rapidly. Carry flag to top of mountain; mistakes return you to the bottom. Clock records climbing time. Brings students to the "peak" of successful addition! \$29.95 *MicroEd*

## MA-908 Medal Winner

Grades 4-8. Arrange digits of two numbers to produce the highest product. Create a multiplication problem with three digits (four in advanced level) that will produce highest product. Teaches logic as well as multiplication. \$29.95 *MicroEd*

## MA-909 Pinball I.Q.

Grades 3-8. Division lessons combined with a video pinball game. Find the whole number part of a quotient in division. Correct answers light up bumpers on a pinball machine and build up score. Game ends when all numbers are lit. \$29.95 *MicroEd*

## Math 1

Expansion Disk for Discovery Basic four-function math drills for grades 1-7. Requires Discovery program disk. \$19.95 *Microillusions*

## Math Concepts

Expansion Disk for Discovery Grades 9 through 12. Prepare for SATs, practice problems in algebra, geometry, trig and more. Requires Discovery program disk. \$19.95 *Microillusions*

## Math Doctor

Teach all basic math functions just like the schools do. Whole numbers and fractions, decimals too. Use borrows and carries just as you would on paper. Easy to use graphics. Interface with speech and positive reinforcement. \$39.95 *Designing Minds, Inc.*

## Math Wizard

Four educational math games for 1 or 2 players, ages 5-13. Talking program with several skill levels. Add, subtract, multiply, divide or learn how to do word problems. Players can practice math together with each on his own difficulty level and mathematical operation. \$49.95 *Unicorn Software Company*

## Math-A-Magician

Add, subtract, multiply or divide fractions or whole numbers. Play, practice and learn. Features graphics and speech. \$39.99 *The Other Guys*

## Math-Amation

This colorful, multi-module tool kit is a friendly yet powerful approach to solving any technically oriented problem. Includes scientific and matrix calculators, X-Y arrays, polynomials, statistics, function plots and more. Instant unit conversions to and from over 100 types of measurements: from volume and viscosity to acceleration and area. A business graphics module allows quick presentation of 3D bar charts, pie charts, and much more. \$79.95 *Progressive Peripherals & Software*

## MathTalk by First Byte

A talking computerized math tutor teaches addition, subtraction, multiplication, division. Age 5-13. \$39.95 *Electronic Arts*

## MathTalk Fractions by First Byte

Talking tutor helps students master fractions, decimals and percentages. Teaches students to complete assignments, prepare for tests, and gain new confidence in class. Age 8-15. \$39.95 *Electronic Arts*

## Maxi Taxi

The learning objective is to determine maximum earnings in a work situation by relating time to money. The student earns as much as possible per hour as a taxi driver. Potential is based on the rate and the time each ride consumes. \$29.95 *MicroEd*

## Parking Lot

The learning objective is to make the greatest business profit by applying the law of supply and demand. The student attempts to fill all the spaces in a parking lot by charging the highest monthly rate that the traffic will bear. \$29.95 *MicroEd*

## Pre-Calculus

An introduction to calculus and trigonometry. Educational programs for plotting and comparing functions, manipulating range. Solve triangles, learn polar coordinates, overlay functions on same graph or manipulate range. Solve triangles using SAS, ASA, SSS, and SSA methods. More. \$49.95 *True BASIC, Inc.*





# Education

## Probability Theory

Introduction to probability theory and decision-making processes. Simulate coin toss, dice throw, and random walks. Introduce normal and Poisson distributions and the Central Limit Theorem, Bayes Probabilities, Markov Chains. Many useful examples like gambler's ruin Galton Box, birthday problem, and craps. Tools for Venn diagrams, more. \$49.95 *True BASIC, Inc.*

## Scare City Motel

The learning objective is to maximize business earnings by equating supply with demand. As a motel owner, the student's goal is to make the highest profit. If there are more customers than rooms, rates can be raised. If too many rooms are empty, rates should be lowered. The learner's business skill is evaluated. \$29.95 *MicroEd*

## Space Math

An out-of-this-world way to learn math. \$14.95 *Intracorp*

## The Enchanted Cash Register

A great way to teach children about money. Run an imaginary or real store. Figure totals and change due. Keep an inventory list with prices and descriptions for easy use. Fun graphics interface to make learning fun. \$39.95 *Designing Minds, Inc.*

## TrueSTAT

Educational programs use an interactive approach to introduce statistical analysis. Many topics. Features built-in editor and syntax. \$49.95 *True BASIC, Inc.*

## •Music•

### Music Student Series

Provides drill and review exercises in basic music fundamentals. All ages can use Music Student independently and can select different levels or sets of questions with ease, while progressing at their own pace. Teachers can make assignments or students can select their own topics. Computer keeps score. Also reinforces ear training and music skills for beginning and intermediate music students. Any Amiga; requires 512K. \$59.95 *ACS Software*

## •Science•

### All About Whales (story diskette)

Fun and informational story all about whales. Learn different types and classifications of whales. What they eat and where they live, plus much more. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## Distant Suns

Version III of the award winning Galileo planetarium simulation. Distant Suns won the '88 CES (Computer Electronics Show) award for the most innovative educational product and Amazing Computing's best educational product for '89. Distant Suns turns your Amiga into a planetarium. The sky can be viewed from any place on Earth or from the North Pole lying on your back looking upward in planetarium mode. The program accurately replays 10,000 years of what the sky looked like and it projects 10,000 years into the future. It is a very beautiful and realistic color simulation of the sky created by R. Mike Smithwick, a NASA astronomer, and published by Virtual Reality Laboratories. This vastly complex program fully uses the power of the Amiga, but Sky and Telescope magazine says, there are complex programs you can learn to operate so quickly and effortlessly. Galileo (now Distant Suns) is fun, in addition to being powerful and visually stunning. Requires 512K. Available October 20, 1989. \$69.95 *Virtual Reality Laboratories, Inc.*

## FASTFACTS

The Elements A colorful periodic table with point and click access to detailed information on each of the 106 elements. \$19.95 *BTPSoftware*

## FASTFACTS The Solar System

A view of the solar system with point and click access to detailed information on the sun, asteroids, planets, and their moons. \$19.95 *BTPSoftware*

## Galileo 2.0

A database for thousands of stars, constellations, planets and more. Calculate rise and set times of planets and stars; display planets at current positions; or plot their paths. See a solar eclipse. Click on any object in the sky for information on the object. Much more. \$69.95 *Infinity Software*

## Lightforce

The player controls several different crafts, carrying mirrors, lenses, etc. And must control fireballs of light. Many puzzles must be solved, using prisms, focussing, curved mirrors, etc. A complete optics tutor is also included in this 2-disk package, explaining the rules of light. Both disks over 90% full. Examples, multi-choice questions, etc. complement this 18-level action/strategy game. \$39.50 *TSA Media*

## Physics of Motion

A tutorial and self-study guide of mechanics with interactive problem solving. \$49.95 *Lee Software*

## SC-935 Planet Probe

Grades 3-9. Teaches facts about the solar system through an arcade-style space simulation. Learn about planets and build up fuel supply as you attempt to land space ships safely on nine planets. \$29.95 *MicroEd*

## Science Expansion Disk for Discovery

Grades 9-12. For education or SAT preparations. Covers general science. Requires Discovery Program Disk. \$19.95 *MicroIllusions*

## Space Photos

A pictorial history of the U.S. space program. 170 digitized and annotated color pictures from NASA archives (no NASA endorsement implied) from the first explorer launch through the Apollo series and moon missions. Space Shuttle missions, space probes Mariner and Voyagers I & II with actual pictures of the planets and their moons out to Uranus. Speed user option, files for decompression of pictures to IFF format (two disks). \$29.95 *Signs Etc. by D. Knox*

## The Planetarium

See over 9,000 stars to 7th magnitude. Hemisphere and topocentric views, latest NASA stellar and planetary ephemerides, skies from 12,000 years in the past to 9,000 years into the future. Accurate representations account for recession, mutation, and atmospheric refraction. \$69.95 *MicroIllusions*

## •Social Studies•

### ED/SS

How a Bill Becomes a Law Realistic interactive game in which students become Congressmen trying to pass a bill. \$49.95 *Queue Corporation*

### ED/SS

Social Studies Expansion Disk for Discovery Politics, religion, population growth and more. For grades 9 through 12. Requires Discovery program disk. \$19.95 *MicroIllusions*

### ED/SS

SS-909 Social Studies Vocabulary Elementary level. Social studies vocabulary in farming, forest, desert, ocean, manufacturing, trading and political fields. \$29.95 *MicroEd*

## •Teaching Aids (See Also Misc: Authoring Systems)•

### AU-901 CLAS Computerized Lesson Authoring System

For those who wish to create their own interactive teaching lessons, but have no programming skills. CLAS has the answer:



Tell the Amiga what you want and let it write the program. CLAS lets you write imaginative programs that utilize all the Amiga's capabilities. You can use the digitized picture screens, add voice and music, custom-design all your programs. CLAS contains English, German, Spanish, and French alphabets. \$99.00 *MicroEd*

## **C.L.A.S. (Version 1.2)**

This 3-disk program is designed for Amiga users who do not know how to program, but who does know what they want in the way of educational software. They know the subject matter, how the learner is to interact with that subject matter, and what speech and pictures should be included. The necessary commands can be given in plain English, whereupon the Amiga itself will automatically write the desired program for you! \$129.95 *MicroEd*

## **FTD Pilot**

Programmed Inquiry Learning or Teaching. FTD Pilot implements the PILOT language developed for CAI. Unlike earlier PILOT versions, FTD PILOT uses much of the Amiga's graphics and sound capability. Good for writing lessons and preparing (including IFF), sound, record keeping, laser disk control, more. Requires 512K with hard disk for optimal graphics. Uses Kickstart 1.2+. \$39.95 *Flight Training Devices*

## **Grade Manager**

Grade and student report maintenance program for quick and accurate grade reporting and recording. Selective queries allow you to retrieve individual or group grades. Full-featured, powerful, provides useful tool. For any Amiga; requires 512K. \$89.95 *ACS Software*

## **Learning Curve**

Create group or individual quizzes, tutorials or drills. Simple movement through the function commands make lesson preparation much easier. Choose from True/False, Multiple Choice, Fill-in, and Answer Question. Allows up to 15 correct answers to allow questions with more than one answer. Test scores and percentages can be retrieved for screen display or printout. \$79.95 *ACS Software*

## **Quiz Master**

Allows teachers to create lessons in any subject. Eight levels (240 questions) up to 40 questions per lesson. Different question formats: T/F, fill-in, answer. Supports sound, music, and graphics. \$79.95 *Associated Computer Services*

## **•Test Prep•**

### **Analogies I**

Analyze, solve, and practice analogies to improve scores on college aptitude tests. \$60.00 *Queue Corporation*

### **Analogies II**

Analyze, solve, and practice analogies to improve scores on college aptitude tests. \$60.00 *Queue Corporation*

### **Antonyms**

Prepares students for college aptitude tests by identifying and explaining antonyms through examples and drills. \$34.95 *Queue Corporation*

### **College Aptitude Reading Comprehension Exercises**

Practice for high-school level readers; helps prepare for college aptitude tests. \$65.00 *Queue Corporation*

### **Language Expansion Disk for Discovery Speech, grammar, vocabulary,**

communications and much more. Prepare for SAT's. Requires Discovery program disk. \$19.95 *Microillusions*

### **Sentence Completion**

Reading comprehension exercises help students improve scores on sentence completion items on college aptitude tests. \$35.95 *Queue Corporation*

## **•Typing•**

### **Mavis Beacon Teaches Typing**

Typing program for all ages, from 5-50+. Her arcade-quality Road Racer Game and 3D graphics knock your socks off from start to finish. She speaks in easy, conversational sentences and, using Artificial Intelligence, diagnoses your specific typing problem quickly, and creates a typing program just for you. She builds her lessons from interesting texts like the Guinness Book of Worlds records, jokes, riddles, and fun facts for all ages. \$49.95 *Software Toolworks*

### **IntelliType**

Sophisticated typing program combines customized lessons with an adventure story. Monitors errors, recognizes when wrong hand is used. Bar charts show accuracy, speed, and error type. In-depth analysis of error types. Performance analyzed over each lesson or all lessons combined. Sets goals based on initial skills. More. \$19.95 *Electronic Arts Software Classics*

## **MasterType**

Learn to type with arcade-style drills. Scores, words per minute (WPM) speed, and mistakes are tracked to monitor your progress. \$14.95 *Mindscape Inc.*

## **Typing Tutor+**

Word Invaders Typing tutor/game. Typing Tutor teaches touch typing. Word Invaders uses game to teach typing techniques. Blast the invading words out of the sky. Game speed, selections for beginner to advanced. \$34.95 *Academy Software*

## **•General•**

### **Magical Myths**

Three stories with graphics, glossary, and questions. Several games, mini word processor. Ages 8-12, 1-2 players. Helps build important vocabulary and comprehension skills while learning about the wonders of the ancient Greek myths. Uses speech. \$49.95 *Unicorn Software Company*

### **Trivia 1 Expansion Disk for Discovery**

Trivia categories include Nobel Prize winners, sports, and famous quotes. Discovery program disk required. \$19.95 *Microillusions*

### **Trivia 2 Expansion Disk for Discovery**

Trivia categories include movies, space travel, and famous people. Discovery program disk required. \$19.95 *Microillusions*

## **Designasaurus™**

Three programs in one! Walk-A-Dinosaur, where the user walks either a Brontosaurus, Stegosaurus or Tyrannasaurus Rex through three ages. Build-A-Dinosaur by combining a head, neck, tail and body from several different real dinosaurs, and Print-A-Dinosaur-where 12 dinosaurs can be printed out in its natural habitat along with a description. Using DeluxePaint by Electronic Arts, color your favorite Dino and print the creature out. \$49.95 *Britannica Software*

## **Discovery**

Game Disk with Math or Spell Save the Starship Discovery by guiding crew members through the starship and answering questions. Avoid the aliens, collect fuel crystals, and save the ship. Easy playability and compelling graphics. Gamer disk in Math or spelling; expansion disks in Trivia 1 and 2, Science, History, Geography, Spelling 1 and 2, Math 1 and 2, Math Concepts, Language, and Social Studies. \$39.95 *Microillusions*



# Graphic Arts



## •3-D•

### 3-Demon

Universal 3D object editor allows interactive creation and manipulation of solid objects in a single window. Compatible with VideoScape 3D, Sculpt, Silver, and Forms in Flight. Save objects as standard IFF files. \$99.95 *Mimetics Corporation*

### 3D Professional

Powerful polygonal rendering techniques allow you to create stunning 3D images and animations quickly and easily. 3D Professional combines power and performance with an intuitive interface that gives you complete control of the entire object rendering and animation process. Use the mouse to manipulate object: size, rotation, surface lighting, color, etc. Choose between several advanced rendering techniques for displaying your objects in spectacular 3D form! Also create impressive backgrounds with fractal landscapes, trees and clouds. Arrange individual frames automatically or manually and add them to your animation with a key stroke. If you need to make changes you can cut and paste, edit and manipulate frames with animation editor. Requires 1 meg of memory or more. Available Fall 1989. Price unavailable. *Progressive Peripherals & Software*

### Aegis Modeler 3D

For use in animation programs. Provides flexible format for building your objects. Polygons used for creating objects may have any number of points. Use tools such as Flip, Merge, Lathe, and Extrude. Also included are Rotate, Translate, Scale, Mirror, Remap and more. \$99.95 *Aegis Development Inc.*

### C-Light

Low-priced 3D animator and ray-tracing program with 3D editor, shadows, mirror surfaces, multiple lights, stereovision 3D. \$49.00 *Peterson Enterprises*

### Design 3D

Professional quality modelling package lets you model in wire frames with 6 line types and 16 colors, with dithering to emulate additional colors. 4 views: top, side, front, and perspective; with 4 light sources. Axial extrusion allows for fast modelling of symmetrical objects. Works in High-res, interlace, or non-interlace. Requires 1 MB and 1 drive. \$99.95 *Gold Disk Inc.*

### Forms in Flight

3D drawing and animation package. Many features. \$79.00 *Micro Magic*

### Forms in Flight 2

A 3D graphics and animation package. \$119.00 *Micro Magic*

### Opticks

The most powerful ray trace program of its type. Supports the Haitex X-Specs 3D glasses as well as 24 bit-plane output (for the IBM Targa systems and other devices). Surface mapping, picture mapping and an easy-to-use interface. \$99.99 *Incognito Software*

### PageRender 3D

3D Static image rendering and 3D animation. Supports stereo vision. Large and flexible object library provides tools to help you build your own object library. Four draw modes, choice of coordinate systems, scrollable display size, automatic geometric restructuring, automatic tracking; automatic script generation tools; generates Anim Files; compatible with PageFlipper Plus F/X. ARexx support. \$159.95 *Mindware International*  
**Please see display ad page 1**

### Sculpt-3D

Powerful 3-D drawing program. Solid modeling and ray tracing for the Amiga. \$99.95 *Byte by Byte*

### Sculpt-Animate 4D

A significant upgrade from Sculpt-Animate 3D. Not only an essential to videographers, but to doctors and lawyers who can visualize everything from broken bones to litigation demos. Provides the user with an easy-to-use object editor, raytracing and animation ability, performed with amazingly increased speed from SA3D, from three to six times faster. Features: Grids, protractor, helix, scanline rendering, genlockable Tri-view editing, Sculpt-Animate 4D owners will have 30 days of free tech support. \$499.95 *Byte by Byte*

### Sculpt-Animate 4D Jr.

The consumer version of the professional Sculpt-Animate 4D software. Composed for individuals who wish to learn 3D design and animation skills with minimum effort. You control object rotation, camera movements, timing, and action with an easy-to-use graphical interface. Scenes created in any SA package are interchangeable. \$150.00 *Byte by Byte*

### Turbo Silver 3.0

Turbo Silver 3.0 is a complete Ray Tracing and Solid Model Rendering engine and 3D editor to be used in the creation of photo realistic images and animations. Simple-to-use interface makes generating animations easy. Complete control of the world and camera are part of the Turbo Silver function set. \$199.95 *Impulse, Inc.*

### Video Effects 3D

TV Network-style 3D perspective special effects generator for the Amiga. Creates super smooth 3D effects using 2D high-res IFF pictures. The user controls each picture's 3D path, speed, tumbles, turns, spins, and zooms, with an interactive real-time wire frame preview. 3D extrusion option creates 3D solid logo from flat text. Super smooth effects playback at 60 fields/sec. \$199.95 *InnoVision Technology*

### Videoscape 3D

Real-time 3-D animation with many options and many applications. Use diffused or specular lighting on any object in multiple colors in any of four screen resolutions, including full overscan. Image may be saved as IFF image then used in Amiga paint programs. Includes library of objects and images. \$199.95 *Aegis Development Inc.*

## •3-D/Clip Art & Objects•

### CYBER Graphics Architectural Design Disk

Collection of professionally-designed 3D objects and components to be used with the popular 3D modeling programs for the Amiga. Design disks are provided in file formats compatible with Videoscape 3D™, Modeler 3D™, Sculpt 3D™, Sculpt Animate 3D™, and Interchange™. Architectural Design lets you visualize and render real world architecture. Component parts include doors, windows, arches, roofs, walls, stairways, and a variety of architectural constructs. \$34.95 *Antic Software*

### CYBER Graphics Future Design Disk

Collection of professionally-designed 3D objects and components to be used with the popular 3D modeling programs for the Amiga. Design disks are provided in file formats compatible with Videoscape 3D™, Modeler 3D™, Sculpt 3D™, Sculpt Animate 3D™, and Interchange™. Future Design gives you everything you need to build spacecrafts, space stations, bases, robots and androids to create your own future world. \$34.95 *Antic Software*

### CYBER Graphics Human Design Disk

Collection of professionally-designed 3D objects and components to be used with the popular 3D modeling programs for the Amiga. Design disks are provided in file formats compatible with Videoscape 3D™, Modeler 3D™, Sculpt 3D™, Sculpt Animate 3D™, and Interchange™. Human Design includes complete male and female prototypes in skeletal form with complex head and hand structures for startling realism and detail. \$34.95 *Antic Software*



## **CYBER Graphics Microbot Design Disk**

Collection of professionally-designed 3D objects and components to be used with the popular 3D modeling programs for the Amiga. Design disks are provided in file formats compatible with Videoscape 3D™, Modeler 3D™, Sculpt 3D™, Sculpt Animate 3D™, and Interchange™. Microbot Design includes surrealistic modules to create humanoid and alien cyborgs. \$34.95 *Antic Software*

## **Object Disk #1**

A full disk of 3D objects in Sculpt and Videoscape 3D format. Objects include a space shuttle, a human head and figure, a hot air balloon, office furniture and accessories, and a half font of letters. \$19.95 *SYNDESIS*

## **Orbiter/Space Station Data Disk**

Allows Sculpt/Animate 3D owners to create their own vision of America's space program. \$69.95 *Byte by Byte*

## **•3-D/Fonts•**

### **Fancy 3D Fonts**

Available in Sculpt-Animate Version or Turbo Silver Version. Each version contains a two disk set of 3 proportionally sized fonts called Bold, Ital, and Fran and emulate the font sets traditionally known as Helvetica Bold, Bookman Italic, and Clarendon Medium. Each font set includes upper case, lower case, numbers (except Bold), symbols and many international characters. \$79.95 *Access Technologies, Inc.*

### **Lons Fonts**

A collection of InterFont compatible font sets. Can be used with any of the major 3D rendering packages available for the Amiga. Featuring seven complete fonts with upper/lower case, punctuation, and numerical characters defined. \$29.95 *Micro Momentum, Inc.*

Please see display ad page 4

### **Master Fonts 3D**

Group of fonts selected for their excellent 3D properties. For use in VideoScape 3D and Sculpt 3D for production of high quality animations. \$29.95 *T.S.R Hutchinson*

### **Tate Fonts I**

Takes the pain out of 3D titling. Three fonts includes Tube, Slots, and Prism. \$69.95 *Byte by Byte*

## **•3-D/Utilities•**

### **3D Options**

Auto tracing, image creation and file conversion package. Allows you to take an IFF bitmapped picture and convert it into an

object which can be used in various 3D programs or CAD packages. File formats supported include : Video Scape 3D, Aegis Draw, Post Script, DXE (AutoCAD...), Professional Page, Modeler 3D, Interchange, MCAD and more. \$49.95 *Rainbows Edge Productions*

### **DigiWorks 3D**

The new product will take digitized images, the latest in Amiga characters and clip art, or two dimensional graphics from painting or image processing programs and convert them into 2D and 3D objects to be rendered and animated in powerful 3D rendering programs. A fast polygon fill algorithm has been implemented along with 2D to 3D extrusion options so that objects will be ready to directly load and render in a 3D rendering program. Specific tools and options include Vertex Level Editing, User Definable Screen Colors, Freehand Drawing, Absolute and Relative Coordinate Measurements, Adjustable Tracing Accuracy, and Output sizing Controls, among others. \$129.95 *Access Technologies, Inc.*

### **Forms in Flight Conversion Module**

Converts to and from the Forms In Flight 1.0 format. Matches color palettes between objects and scenes. \$19.95 *SYNDESIS*

### **InterChange**

A proven system for sharing objects between 3D modeling programs. Includes modules for Sculpt 3D and VideoScape 3D formats. Take advantage of the best of each 3D program. Use one program for making objects, another for generating images. Expandable into the future through additional modules for other formats and object manipulation tools. \$49.95 *SYNDESIS*

### **Turbo Silver Module Pack**

A six-pack of Modules for InterChange and InterFont, including Modules for both Turbo Silver 2.0 and 3.0 formats, and four other Modules for manipulating objects. The Scale Tool enlarges and shrinks objects, the GridSnap Tool aligns the points of an object to a given grid, and the PointReduce Tool helps you get the best results with smooth objects. The Statistics Converter creates a file of information about an object, including exact point locations, edges and faces. Polygon colors can be shown in raw RGB values, English color names and VideoScape 2.0 color numbers. \$29.95 *SYNDESIS*

### **InterFont (Includes InterChange)**

InterFont turns your 3D modeling program into a video titling system. If you add text to your renderings and animations, InterFont is a valuable part of your Amiga graphics system. Automatically create text objects for 3D modeling and desktop publishing programs. InterFont includes the InterChange system

and modules for Sculpt 3D, VideoScape 3D and Aegis DrawPlus. Version 1.2 now includes 20 different InterFonts and the Professional Draw Converter Module, which makes InterFont text for Gold Disk's Professional Page and Professional Draw. \$119.95 *SYNDESIS*

## **•ANIMATION• (see also Paint and 3-D sections)**

### **Animate-3D**

Allows you to animate Sculpt-3D programs. \$149.95 *Byte by Byte*

### **Animation: Apprentice**

Full 3D character animation package includes shading, highlights, scripting playback, record, object editor, texture mapping. \$299.95 *Hash Enterprises*

### **Animation: Effects**

Flip, scroll, fade titles or any IFF picture. Includes specular and diffuse reflection. Full transformations. \$49.95 *Hash Enterprises*

### **Animation: Flipper**

Pack a series of IFF pictures so that they animate in real time. Batch entry for cycling. A Pencil-Test program. \$59.95 *Hash Enterprises*

### **Animation: Quick2D**

Animation: Quick2D elegantly and efficiently creates interesting 2-1/2D animations. Think of 2D animations as cardboard cutouts with pins holding them together at the joints. You can define the hierarchy of the cutouts so that is an arm moves, so does the hand. Each cutout can be on a different layer so that a character can pass between objects. Motion is Keyframed and interpolates between frames automatically. Quick2D supports multiple IFF resolutions, including overscan, PAL, and HAM. It saves animations in the popular Animopt 5 and Has formats, and has realtime wireframe preview. \$79.95 *Hash Enterprises*

### **Animation: Rotoscope**

Animation paint program featuring two layers. \$79.95 *Hash Enterprises*

### **Animator with Images**

Three animation techniques combined in a desktop video system. Uses tweening to control the movement of objects during animation. Also supports page flipping, and Metamorphic animation, allowing you to create an object then change its shape. Includes paint system and public domain animation player program. Full-featured paint system with over 4000 colors. Color palette contains 16 adjustable patterns and options. Wide range of tools including freehand drawing, lines, fills, adjustable airbrush,



rectangles, polygons, triangles, more. Editing functions, resizing and rotating options, two painting screens with separate palettes, more. All files use IFF standard. \$99.95 *Aegis Development Inc.*

## Caligari

High end 3D sculpting and animation package interfaces with VCRs and frame controllers. \$1995.00 *Octree*

## Direct Animation

Direct Animation is a straight forward cell animation system which lets you place animations on backgrounds without having to program in the motions or set up complex data structures. Direct Animation has over 75 powerful commands, a built-in framer, sounds, multiple backgrounds, face up and down, and text. Allows animations of over 25 minutes long, without looping, with only 1 megabyte of memory in Amiga 500, 1000, 2000, 2500. Available October 1, 1989. \$49.95 *Skyles Electric Works Inc.*

## Elan Performer

Put all of your Amiga graphics in one place. Precise automatic sequencing or direct manual display from keyboard or mouse. Bring together imagery from your paint and animation programs into a single presentation. Powerful utilities let you cut animations into individual frames, splice any imagery into an animation, or convert animations between RIFF and ANIM formats. Control frame-by-frame, forward, and reverse playback of animations with mouse movements or arrow keys. Multitask with music and sound software. Supports IFF, HAM, RIFF, ANIM and RGB formats. Works with DeluxePaint, DigiPaint, PhotonPaint, Videoscape 3D, Xoetrope, Turbo Silver, Sculpt and INVISION, minimum 512K of RAM. Handles all Amiga resolutions. Available in PAL or NTSC video formats. \$59.00 *Elan Design*

## Fantavision

Easy-to-use animation for beginners and advanced users. Features object-oriented drawing tools, digitized sound effects, tweening, and transformation. Fantavision can generate 64 intermediate animation images for every frame drawn, resulting in amazing magic motion and special effects. \$59.95 *Broderbund Software Inc.*

## LightBox—The Drawing Tool for Animators

Allows the animator to draw in the traditional manner with increased productivity. Instant feedback via flip function. Developed by traditional cell animators, LightBox software allows you to create and draw animation, letting your Amiga do the work of sorting and remembering your inbetweens while you are free to enjoy the process of drawing. It

automatically sorts and displays the previous and following drawings for reference and provides instant feedback via the flip function. \$189.00 *R & D L Productions*

## Lights, Camera, Action!™

Combines IFF pictures, ANIM-style animation, Aegis Sonix scores and IFF sampled sounds into complete presentation. For businesses, trade shows, educational presentations, product demos, in-store advertising, and more. Supports the Aegis/Sparta ANIM format; allows IFF sampled sounds and instruments and Sonix-style SMUS scores to be included in presentations. Creates scripts in each Amiga resolution; supports overscan, HAM, and scene transitions and special effects. \$79.95 *Aegis Development Inc.*

## MindLight 7

Combined with Visual Aural I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A Squared. Includes a oscilloscope and a frequency counter for analyzing and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's music software. \$198.00 *Visual Aural Animation*  
Please see display ad page 158

## MovieSetter

Novice animation program lets you create action cartoon sequences with full stereo sound, in minutes. Easy to use interface allows you to rapidly produce complex animation sequences several minutes long with only 1 MB of memory. Use built-in, professionally drawn movie clip files or make your own 32 color images from within the program. Imports IFF graphics, generates sounds, and attaches stereo sounds to characters. Special features include color cycling, 60 frame/sec. playback, and linear and optical guides to help you create special animation effects. Full overscan lets you save features to your home library. Requires 1 MB and 1 drive. \$99.95 *Gold Disk Inc.*

## Pageflipper

Desktop video/animation will script any IFF images, including HAM and overscan, with a simple interface. \$49.95 *Mindware International*

## PageFlipper Plus F/X, Version 2.0

Full screen IFF image and special effects program. All resolution levels; all modes. Tutorials help you tailor your animations for maximum speed (in low-res 40-60 frames/sec., hi-res 20-30 frames/sec.). Well-designed interface, interactive script editor, context

sensitive help facility, virtually unlimited full-screen, Anim support, player program. Loops-within-loops, animations upside-down or left to right, global or frame-by-frame foregrounds. Color cycling, palette changes, more. Pageflipper Plus F/X 2.0 will also come with PageSync, a recently-announced peripheral software utility from Mindware that lets anyone synchronize Amiga graphics with external MIDI devices, such as synthesizers, drum machines or other computers running MIDI sequencing software. \$299.00 *Mindware International*

## Photon Video Cel Animator

Animates and plays back in any sequence. Allows color and sound synchronization. Continuous play option replays screens in continuous loop. Sound synchronization, color. Fully compatible with most art, animation, and rendering software. \$149.95 *Microillusions*

Please see display ad page 7

## The Director

Animation/presentation language compatible with IFF pictures, sounds, and Anim files. Performs dissolves, wipes, page flipping, more. \$69.95 *The Right Answers Group*  
Please see display ad opposite

## The Talking Animator

Easy to use page flipper. Lets each frame have its own palette of colors from 4096. Incorporates talking text into any page of graphics to give you the ultimate doodle pad to create stories or cartoons. All documentation on-line, just press the HELP key. Ghosting feature lets you see images from previous pages for graphics placement and smooth animation. The output works well with genlocks. Runs with 512K, but 1 meg recommended. Shipped with data disk full of animations and details for submitting your creations to the Talking Animator. \$49.95 *JMH Software*

## Zoetrope

A computer animation system for your Amiga with the functionality and features found only on high-end graphic systems. Create 2D animated fantasies, animate 3D images. Contains all the standard paint tools: brush, box, rubber, line fill, etc. Works with Live!, Aegis Animator, Videoscape 3D, and Aegis Titer IFF Images. \$139.95 *Antic Software*

## • Animation/Utilities •

### Animated Fonts

A two disk set of animated brushes. DISSOLVEFONT comes in two sizes, POURFONT pours letters on screen, 3D FONT rotates a full 360 degrees, and COMICFONT—really wild! Includes all uppercase letters, numbers and some punctuation. Over 270 animated brushes. \$39.95 *Anivision*



# Compatible with Dpaint III™ animation . . .



*"If an Oscar were to be presented for Technical Excellence in Amiga Graphics, the winner would certainly be (the envelope, please) - The Director . . . an exciting, unique program . . . likely to become a classic . . ."*

Steve King,  
Commodore Magazine  
April 1988

*"I must give The Director top marks for ease of use and capability. For the novice or serious presentation creator, this package is unequaled. It belongs on the shelf of anyone who considers himself an Amiga graphics connoisseur."*

Oran J. Sands III,  
Info Magazine  
June 1988

*. . . And that is only the beginning. In addition to giving you frame by frame control over multiple Anims, **The Director** can add page flipping, sound, text generation, and mouse or keyboard interactivity to your presentations. Create anything from the simplest slideshow to the most sophisticated desktop video production.*

*Script your production with an easy, Basic-like vocabulary. **The Director** provides powerful image and memory management, blitter, text and effects control. A freely distributable player program, the Projector, is also included.*

- Use IFF images in any standard resolution including HAM and overscan
- Preload images, Anims, fonts and sounds up to your memory limit
- Basic-like vocabulary: For/Next, Gosub/Return, If/Else/Endif
- Arithmetic expressions, random number generator, variables
- Execute AmigaDOS commands from your scripts
- Fades, Dissolves, Blits, Wipes, Stencils
- Page flip full or partial screens
- Text string and file input and output
- Keyboard and mouse interaction
- Drawing and palette commands
- Digitized soundtrack module
- Supports IFF Anim playback
- PAL compatible
- Not copy protected

**\$69<sup>95</sup>**

**DEMO DISKS**  
\$10.00 each  
Probe Sequence (512K)  
RGB (1 meg)

## **NEW! DIRECTOR TUTORIAL VIDEO** **\$39<sup>95</sup>**

*A step by step guide to using The Director. The tape takes the novice through AmigaDOS CLI commands, script editing, adding effects to slideshows, and page flipping animation. The more experienced user will learn double buffering, effects with Anims, the sound module, the array, and advanced techniques.*

## **TOOLKIT for THE DIRECTOR** **\$39<sup>95</sup>**

*The Director Toolkit is a disk packed with features and enhancements to expand the capability of The Director. There are new wipe routines, a palette selector, a pie chart generator and much more. The new and enhanced BLIT Utility has a powerful interface to help create Wipe, Dissolve, and BLIT operations. It also automates the process of moving an object over a background, generating a complete working script.*

*This disk is intended to be used with The Director software.*

- New wipe routines
- Enhanced BLIT Utility including object movement over backgrounds
- Standard file requester callable from Director scripts
- Screen save from Director scripts
- MIDI input module
- Standard Anim compressor
- Pie chart generator
- Sine and cosine functions
- Card game example
- Palette selector
- Text displayer
- And more!

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## Animagic

Animagic lets you perform amazing special effects with both IFF picture files and ANIM-style animations. Create spectacular DVE effects with your favorite pictures or ANIM's from VideoScape 3D, VideoTitrer, or Deluxe Paint. You can even design your own unique effects. Using the powerful ANIM editor, the resulting ANIM files can then be edited, enhanced or spliced together for longer movies. Includes sample animations and pictures and a special math coprocessor version of the program for Amigas equipped with 68020 and 68881 processors. \$99.95 *Aegis Development, Inc.*

## Animation Station

OpCode-5 standard ANIM editor. The most powerful, easy to use animation editor for the Amiga personal computer. Thousands of effects possible: motion blur, scaling, mosaic tiling, etc. Storyboard interface works like a word processor for cutting, pasting and manipulation of animation frames. Merge and over/underlay of IFF pictures into an animation. Combine multiple animations into one animation; place one animation on top, behind, at the beginning or end of another. Import groups of IFF pictures to create an ANIM. Take IFF brushes and define motion paths behind or in front of an animation. \$99.95 *Progressive Peripherals & Software*

## Animation: Editor

Animation resolution and format conversion, plus editing. \$59.95 *Hash Enterprises*

## Animation: Libraries

Library of objects for use with Animation: Apprentice. Including Dragons, Knights, people, Christmas and Dinosaurs. \$24.95 *Hash Enterprises*

## Animation: Multiplane

Multilayering and special effects for animations. \$89.95 *Hash Enterprises*

## Animation: Soundtrack

Soundtrack synchronization and editing for ANIM compatible animations. \$119.95 *Hash Enterprises*

## Animation: Stand

Performs functions similar to a real camera animation stand. Includes distortion and zooming. A must for the serious animator. \$49.95 *Hash Enterprises*

## Mars I

A source code tool kit that allows programmers to create custom real-time animated graphics that derive their energy for change from audio-if the MindLight 7 audio processor is used-or from mouse movements. Source code is provided that reads the sound data produced by the MindLight and the data supplied by the mouse. Example graphic routines are provided to get started. \$37.00 *Visual Aural Animation*

## Media Line

Video & Animation Backgrounds I All backgrounds are made with standard VideoScape 32-color palette. Works well with other animation packages. The 30 backgrounds are situated in four drawers, Scenic, Textbacks, Structures and High Tec. Backgrounds are in interlaced lo-res to get maximum resolution and in overscan to eliminate borders when transferring to videotape or film. \$39.95 *Free Spirit Software*

## MovieClips

Additional backgrounds, animations sequences, and sounds for MovieSetter. Can be used with any IFF program. \$34.95 *Gold Disk Inc.*

## PageSync Module for PageFlipper Plus F/X V. 2.0.

Allows external MIDI devices to drive animations in PageFlipper Plus F/X, and allows animations to drive MIDI devices. Also allows sound synchronization with AMIGA sound. \$99.95 *Mindware International*

## Toolkit for The Director

This disk is packed with features and enhancements to expand the capability of The Director. New wipe routines, a palette selector, a pie chart generator and more. The new and enhanced BLIT Utility has a powerful interface to help create Wipe, Dissolve, and BLIT operations. It also automates the process of moving an object over a background, generating a complete working script. \$39.95 *The Right Answers Group*

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## •CAD•

### Draw 2000

A powerful two-dimensional CAD system replacing the most popular Amiga CAD package, Aegis Draw Plus. Create structured drawings, up to 256 layers of information. Unlimited zoom levels, auto-dimensioning, and the ability to edit any line at any time are just a few of the features that make this program the solution to most CAD application needs. \$279.95 *Aegis Development, Inc.*

### Draw

Introductory drawing system. Create structured drawings, up to 256 layers of information. Pull-down menus, prompts, multiple menu support allows you to work on different parts of one drawing or different drawings simultaneously. Also works with digitizer. \$179.95 *Aegis Development Inc.*

### Dynamic CAD 2.3

Easy to learn, easy to use, flexible drafting system with many features. Produce mechanical and architectural drafting, pert

charts, piping diagrams, electrical diagrams and electronic schematics with associated net lists. Also printed circuit boards integrated circuit designs. Auto-dimensioning, editing functions, group functions, and more. \$499.95 *Microillusions*

## HomeBuilders\_CAD

3D Design and Estimating System for the home and small commercial construction. Users of this product include contractors, home owners, movie set designers, medical office designers, pig farm designers, real estate brokers, architects and cabinet makers. Features include PAN, ZOOM, ROTATE, ADD TEXT, COPY, creates multi story buildings, 20 acre drawing area, calculates material, labor and overhead cost estimates. \$199.00 *EaseWare*

## IntroCAD

Powerful, introductory CAD (computer aided design) for all Amigas. Flexible and easy to use: point and click to make lines, boxes, circles and arcs. Includes: adjustable text size, zoom, isometric/projection gridding, snap-to-grid, clone, size, rotate, sketch, etc. Line thickness and style are also adjustable. Unique printer drivers deliver laser-like output on dot matrix printers. Saves images in Aegis Draw format for import into desktop publishing programs. Excellent for small CAD projects, presentations, flow charts, mechanical drawings, etc. \$79.95 *Progressive Peripherals & Software*

## IntroCAD Plus

Features the same fast, easy to use interfaces as Intro CAD. Layers: supports up to 16 layers able to be viewed and edited from their own window. Configurable Interface: program your keyboard to replace time consuming menu commands. Hatching: supports hatching programs with adjustable spacing and colors. De-Interlace Option: gives you choice of interlace or non-interlace screen. Plus more editing tools, full AREXX interface, provides for complex CAD functions, and Script Commands: issue coordinate-accurate drawings through a console. Available Fall 1989. \$149.95 *Progressive Peripherals & Software*

## LogicWorks

Digital logic simulator. \$99.95 *Capilano Computer Systems*

## LogicWorks 2.0

Combined schematic diagram and digital simulator. \$299.95 *Capilano Computer Systems*

## PRO-BOARD

PCB layout package. Many features. \$475.00 *Prolific, Inc.*



## PRO-NET

Schematic capture package. Many features. \$475.00 *Prolific, Inc.*

## UltraDesign

A high-end professional CAD system that even a novice can use. Features configurable parameters to suit any standard. You can choose between real-world units; metric or English, and select screen coloring by pen style, group or layer. Other features include true hatching (40 patterns) and filling, auto-dimensioning, up to 65,000 layers (limited only by memory), user definable keyboard commands, full parts library support and more. A separate output program allows multiple drawings to be scaled and plotted on a single drawing. UltraDesign also includes a program for converting files to and from other formats: IntroCAD, AutoCAD, HPGL, DMPL. Requires 1 or more meg of memory. Available Fall 1989. \$399.95 *Progressive Peripherals & Software*

## XCAD

2-D design and drafting tool, optional user configuration and optional on-line manual. May be driven entirely by the mouse and screen menus. Automatic menus and full on line manuals. User-defineable symbol libraries, auto-dimensioning, sophisticated text features, selectable real-world units. \$599.95 *Haitex Resources*

## X-CAD Designer by CADVISION

X-CAD Designer is a full-featured, professional, two-dimensional design and drafting tool. Easy to use and learn, pull down menus and a comprehensive tutorial to guide the novice through the early stages of learning, while advanced users may configure the system to suit their own needs. \$149.95 *American Software Distributors*

## •CAD/Parts•

### 3D Elevation Library CAD/CAM

The Library contains assorted 3D Elevation drawings and parts that are keyed to work in conjunction with other volumes in the Madrigal Architectural Library system. \$89.95 *Madrigal Residential Designs*

### CAD Parts

Listing of over 150 electronic parts used for designing circuits. Can be used with IntroCAD and Aegis Draw. \$24.95 *East/West Software*

### Elevation Library

The Library contains assorted elevation Drawings and Parts, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. Available Winter 1990. \$89.95 *Madrigal Residential Designs*

### Elevation Library

IFF Clip Art The Library contains assorted elevation screens and brushes, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. Available Winter 1990. \$59.95 *Madrigal Residential Designs*

### Floor Plan Library

A set of floor plan parts and bath, kitchen, room modules saved as IFF screens for use with paint, desktop publishing and presentation programs. \$59.95 *Madrigal Residential Designs*

### Floor Plan Library CAD/CAM

This library is a 2 disk set consisting of over 220 room parts and 32 bath & kitchen room modules for use with Aegis 2D CAD program, Aegis Modeler 3D, and Gold Disk Pro Page programs. \$89.95 *Madrigal Residential Designs*

### Framing & Foundation Library

A set of 45 drawings showing different foundation and framing conditions for wood construction. This 2 disk set also contains over 120 parts for use in the creation and modification of construction details, for use with Aegis 2D CAD format programs as well as Aegis 3D and Gold Disk Pro Page programs. \$89.95 *Madrigal Residential Designs*

### Interior Design CAD/CAM

A set of furniture parts for use with Aegis 2D CAD format programs. Contains over 275 different furniture pieces for use in interior design, concept development and presentations. Designed to be used with or without the Floor Plan Library. \$89.95 *Madrigal Residential Designs*

## •CAD/Utilities•

### Gerber Driver

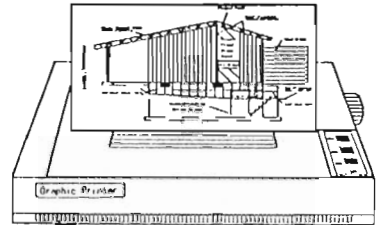
Complements the PCLO circuit board CAD program from SoftCircuits Inc. by converting the DMP plot files produced by PCLO into Gerber Scientific data files used by laser photoplotters. Plots generated by laser tend to make better production-quality circuit boards than those produced using standard pen plotters. Includes a program named View which allows either DMP or Gerber files to be magnified and inspected before the final plot is actually generated. \$199.00 *Visual Aural Animation*

### HomeBuilders\_Choice

Custom Part Library and Building Parameter Editor for HomeBuilders\_CAD. Users include HomeBuilders\_CAD owners who want to create parts not available in HomeBuilders\_CAD, and HomeBuilders\_CHOICE. Also edits HomeBuilders\_CAD building parameters such as wall stud centers and joist sizes. \$81.00 *EaseWare*

# FOR SALE

## Hi-Resolution HP Pen Plotter \$50 \*



PlotPrint works in conjunction with all CAD and scientific programs that produce great-looking plots. It translates the HPGL pen-plot output to extremely high resolution printer output. PlotPrint works with any graphic printer: ink-jet, dot matrix and laser. It supports color, scaling, and rotation and has a Preview feature. PlotPrint requires an Amiga, with 2 drives and minimum of 1 Meg RAM, and your graphic printer.

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HPP-T \$100 68020/68881 Amigas  
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\*Software Product---No Plotter Required.

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### HomeBuilders\_Print

Produces blue print quality printouts from HomeBuilders\_CAD drawings using high density dot matrix printers, lasers or HPGL compatible plotters. Will generate IFF and Aegis Draw Plus files. Also produces solid and cut away views. \$117.00 *EaseWare*

### PlotPrint

Transforms vector-oriented pen-plot data files created by CAD/scientific/spreadsheet programs into high-resolution bitmaps that allow any graphics printer to be used instead of an expensive pen plotter. Features include full HPGL interpreter that translates all HPGL commands. Compatible with all printers; works in all resolutions; any size printout; handles any drive configuration; Intuition; 50-page manual; interactive or batch modes. Prints B size drawings (11 x 17) directly with wide printer or in two panels with narrow printer. \$50.00 *Hi Tech Graphics*  
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### PlotPrint Version 2

68020/68881 version of PlotPrint. \$100.00 *Hi Tech Graphics*  
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## SpeakerSim V1.1

CAD package for designing and optimizing loudspeaker systems. Design new systems or optimize existing ones. Analyzes speakers and enclosures via the Thiele-Small Vented model. Features a variety of graphing modes, user-updatable, driver data files. Full color control, 640x200 or 640x400 screen resolution. Prints to any WorkBench-supported screen, saves in IFF format, and more. Requires 512K. \$112.00 *dissidents*

## The ACAD Translator

The ACAD Translator provides the Amiga user with a much needed link with the professional CAD market. Produce stunning color image renderings and animations. Also use Amiga translation programs to convert this data into formats for use in Videoscape, Turbo Silver, or other 3D rendering programs. The ACAD Translator is fully multi-tasking and is executable from Workbench or CLI and will convert all AutoCAD and compatible Rev.9 files and many Rev.10 files as well. \$179.95 *Access Technologies, Inc.*

## •Paint•

### ChromaPaint

Supports half bright modes NTSC, PAL and any number of fonts. Use as many screens as memory allows. Features include: zoom, brush, color cycling, printing, clip board and animation generation features. \$49.95 *Designing Minds Inc.*

### DeluxePaint II

Paint program with over 90 features, including stencil, fill, 2-D and 3-D perspective, anti-aliasing, 32 color palette, shadows. \$99.95 *Electronic Arts*

### DeluxePaint III with Animation

First in a new class of software that integrates paint with animation. Program actually paints animation by allowing users to AniPaint™ a series of screens the way they would paint a single screen. Also allows user to paint and create with multi-frame Animated Brushes to create animations like birds in flight. Integrates animation with its perspective capability in a feature called Move, which allows user to define a brush, the distance for it to travel, a rotation, and the number of frames for it to move across. Other features include extra-halfbrite support, wrap mode, tint mode, direct overscan and much more. \$149.00 *Electronic Arts*

### DeluxePhotoLab

A new paint and print program that combines three powerful graphics tools in one package. Integrates the features of a paint program, color processor and poster maker, providing serious artists with colors, larger canvases,

greater graphic flexibility and palette manipulation utilities. A companion to DeluxePaint II, it gives users the power to create and manipulate photographic-quality images with 8 different levels of resolution, using any of the Amiga's graphics modes—including the 4,096-color HAM mode. Alter the images with 18 different painting modes such as Average, Blend, Add, and Subtract which provide subtle mixing of colors and images. \$149.95 *Electronic Arts*

### Diamond

Paint program supports all color modes. All modes support picture sizes up to 1024x1024 pixels, including overscan in all modes. Supports IFF brush and picture formats as well as RGBN support for Silver. Includes full complement of brushes and effects. \$79.95 *Impulse Inc.*

### Digi-Paint

Fully utilizes the Amiga's graphic capabilities. Special features include shading, tinting, blending, complete drawing tools. Closest thing to paint and brush on the market. \$59.95 *NewTek*

### Digi-Paint 3

Digi-Paint 3 is so much more powerful than Digi-Paint, we skipped a number. Some new features include full Amiga font support with anti-aliasing of text, an extended set of drawing tools with resizable built-in brushes, and user-controllable 3D texture mapping. New display features include support for autoscrolling bitmaps up to 1024 by 1000 pixels, user definable overscan, and changing screen resolutions on the fly. Digi-Paint 3 has been written in 100% assembly code for the fastest time of any HAM paint program and also features a complete set of keyboard shortcuts for experienced users. Digi-Paint 3 now includes image-processing software available only to Digi-View owners, including the ability to transfer images between resolution modes and display up to 768 x480 using NewTek's exclusive dithering algorithms for the highest color and picture resolution. \$99.95 *NewTek*

### Express Paint 3.0

Full-function paint program. Virtual pages, unlimited undo's, and 3-D perspective; rotating, distorting, stretching, and mirroring. Excels in text handling and printing; and is the only paint program that provides text fill into and around irregular shaped objects. Control font styles, sizes, justification, margins and line spacing to and from text. Supports PostScript, colored banners, and poster-sized output. Color cycling, 3-D anti-aliasing tools, gradient fills, more. \$139.95 *PAR Software*

## Graphicraft

This powerful yet easy-to-use graphics and design program lets you create anything your imagination can think of. Choose any 32 colors from Amiga's total of 4096 colors. \$49.95 *Commodore Business Machines*

## Icon Magic

Paint program especially designed for the original creation and editing of existing icons, mouse pointers, and brushes. Has most expected paint features including freehand, fills resizing, boxes and lines. Multiple active brushes and Smart-Link support allows passing of brushes, palettes, and images back and forth between Icon Magic and Spritz or Express Paint. Supports up to 16 color icons in interlaced and non-interlaced resolutions. Icons can be any type supported by the Amiga. 512K required with 500, 1000 and 2500 models. \$79.95 *Glacier Technologies*

## Icon Paint

Includes icons up to 320X100 pixels, 10 Draw commands, 16 color workbench icons, second workbench screen. Accepts images created in many paint packages (IFF compatible). \$49.95 *Memory and Storage Technology, Inc. M.A.S.T.*

## Living Color PaintBox

This is the next generation paint system for the Amiga. PaintBox is a virtual color resolution paint system included with all of our paintbox products. A version of Living Color Paint Box is also available for the Amiga in all of its resolutions and drawing modes including HAM. Available Fall 1989. Included in price of Living Color Frame Buffer-not available separately (see Hardware:Video/Frame Buffers) *Digital Creations*

## Photon Paint

HAM paint program with many features. Convert IFF files to HAM format. Extensive brush manipulation functions: tilt, rotate, resize, mapping, and luminance. Also, blending, adding and subtracting colors, full control of dithering. Supports PAL, overscan, and NTSC. \$99.95 *Microillusions*

## Photon Paint 2.0

New features include multiple swap pages that can be run by special animation function, alternative drawing sources: rub through, Pantograph, and brush-patterns; ColorFont support; Cycle Draw. New drawing modes include: and, Or, Xor, Add, Subtract, Maximum, Minimum, Use H, and Use H&S. New tools include air brush with definable spray area, fill polygon tool, and polygonal brush cutter. \$149.00 *Microillusions*

Please see display ad page 7



## Spritz 1.0

Entry level paint program that boots up in less than 5 seconds. Features include multiple active brushes, load an entire cut drawer at once, unlimited undos, works in all resolutions, grab any screen from within the program, supports Smart-Link interprogram communications system and works with Express Paint and Icon Magic. Supports up to 64 colors and page size only limited by Chip RAM. Comes with entire Award making kit to be used with the programs unique Power Borders feature which lets you make any cut or brush into a dazzling border or frame automatically. Borders can be larger than the screen. \$79.95 *Glacier Technologies*

## The Graphics Studio

4,096 color paint program with zoom pixel-by-pixel editing, flipping, rotating, more. \$49.95 *Accolade*

## B-Paint

Painting program draws in low, medium or high resolution. Full-screen palette doubles as a sound synthesizer. Easy to use pulldown menus contain tools for drawing simple or complex images. Reads, stores, and prints IFF files. Includes the source code. \$39.95 *Finally Technologies*

## •Paint/Clip Art, Objects & Borders•

(see also DTP/Clip Art)

## Aircraft Pics

Two disks full of high resolution 16-color and 16-level greyscale clip-art images of aircrafts, helicopters, dirigibles, fighters, bombers, transports and civilian aircraft. WWI to present, several countries. Includes Sopwith Camel, Fokker, F4 Phantom, Mig 31 Foxhound, Huey, Chinook, Concorde, Learjet. For videos, desktop publishing, school and business presentations. Requires 512K and a paint program. \$49.95 *Tangent 270*  
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## Art Nudes

Can be used for desktop publishing and desktop video. Choose from hundreds of HAM and IFF pictures featuring Exotic Nudes to Ocean Sailing. DA and P Sampler disks including a catalogue available for \$10 each. DA Sampler and 15 disk set Picture Library do not include nudes. You must be 18 years or older to order the Art Nudes. Art Nudes \$25/3 disks, \$75/9 disks; Picture Library \$125/15 disks *DigitalArts/257*

## Art Parts Volume 1

Over 175 color images for use with Deluxe Paint™, Deluxe Video™, and Deluxe Print™ productions. Maps, faces, graphs, birds, Africa, dinosaurs, and more. \$29.95 *Electronic Arts*

## Artistic Expressions

Quality, affordable clip art. Volume 1 includes holidays, cowboys, business, old English monograms. Volume 2 includes home, teddies, music, flowers, elegant monograms. Over 150 borders and graphics on each disk, gray scale shading, all in high resolution and example files on each disk. \$49.95 each *PCM Industries*

## Bird Pics

Ten screens of clip art, 16-color, high resolution images of 50 species of birds. For use in designing greeting cards, stationary, special gifts, in desktop publications or videos. Requires a paint program, 512K. \$29.95 *Tangent 270*

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## Build'Em™

Figure construction set of faces, arms, legs, hands, to help artists and non-artists draw realistic figures better and faster. Over 500 drawings on 25 screens done by professional figure artist. Requires paint program with invisible background and free cut rotation. \$23.50 *The Picture Box*

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## China Pics

Eleven screens full of Chinese images for desktop publishers, video producers, artists, and educators. Includes: Dragons, cranes, bats, lotus and chrysanthemum designs, scenes from antique Chinese scrolls and over 250 Chinese characters symbolizing love, friends, prosperity, more. English translations and a pronunciation guide included. Also one screen is devoted to the Chinese zodiac and the European-equivalent signs. Requires paint program, 512K. \$34.95 *Tangent 270*  
Please see display ad on page 34

## Christmas Pics

A collection of 101 clip-art images for the Christmas season, 16-color, high-resolution images include scenes and greetings from antique Christmas cards—Santa Claus, little drummer boy, antique toys and much more. For use in designing greeting cards, gifts, desktop publications and videos. Requires paint program, 512K. \$34.95 *Tangent 270*  
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## Clip Art 1-8

Over 100 hi-res images on most disks, ranging from computer products to food, from zoos to the Old West. Special disks: #6—full screen computer images ideal for advertising purposes. #8—Christmas graphics, 10 screens full of detailed, beautifully drawn seasonal images. All picture files are in standard IFF format for the Amiga. \$19.95 per disk *Magnetic Images Co.*

Need "People" in your programs?

## Build'Em™



- A Figure Construction Set!
- A Drawing System!
- Over 500 parts!
- Easy to use!
- Simple Rotate, Cut, & Paste!
- Anti-aliased!
- Uses no memory!
- Instruction Book included!
- Not Expensive!

Just \$23.50, check or money order includes Shipping and Handling.\*

The Picturebox, 8824 David Ave. St. John, MO 63114. Allow time for delivery. Foreign buyers, please add appropriate postage.

\*Missouri Residents must add \$1.25 sales tax.

Artwork from Build'Em, printed with Epson LX-80

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## Deluxe Maps Vol. I

Create better reports and presentations with these IFF format U.S. regional and state map outlines. \$24.95 *Computer Arts*

## Desktop Artist

Over 200 pieces of IFF format B&W clip art for use with any paint program. \$29.95 *SunRize Industries*

## Heraldic Pics

16-color, high-resolution clip-art images of heraldic symbols. Provides symbols for designing coats of arms, crests and other heraldic art. Example coats of arms, seals, and crests are shown along with information on terminology. Images include shields, swords, helmets, Gryphons, Tigers, Penguin Rampant, and Mouse Guardant. Requires 512K and paint program. \$34.95 *Tangent 270*  
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## Interior Design

A set of furniture parts for use with paint, desktop publishing, and presentation programs. 16 screens of furniture images and over 100 brushes. Useful for interior design and concept development. For use with paint and desktop publishing programs. \$59.95 *Madrigal Residential Designs*

## Map Pics-World

High resolution, 16-color maps of over 200 countries. This is a four-disk package due to the amount of detail shown on each map. Maps are in 3 scales: World-view, Continent-view and Country view. Where room permits, names of major cities are shown as well as major rivers and lakes. An excellent resource for desktop publishing and video production, business presentations, and education. Requires 512K and a paint program. \$59.95 *Tangent 270*

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## PIC-MAGIC™

**Professional Quality Clip Art Package One**

**OVER 250 IMAGES**  
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**Fax: (416) 489-1620**

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### Media Line Clipart Disk I

A broad selection of high quality clip art. Able to import IFF graphics. Holidays, Sports, Computers and Scenery are among the various themes included. Also includes a show utility. Can be used in all paint programs for resizing and modification. \$34.95 *Free Spirit Software*

### PIC-MAGIC

A ten disk set of over 250 images. Will include a permanent 3.5 FAN-FILE disk holder. Manual explains suggested use of images as well as the psychology behind many of them. Some images draw the eye to a particular spot on a page while others convey a certain mood. Images can be resized using DPaint III or a comparable program. PIC-MAGIC is an unlimited resource library for computer enthusiasts, desktop publishers and animators. IFF format, most over 1000 by 1000 pixels. \$85.00 *Joe's First Company*

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### Seasons and Holidays

A whole year's supply of art for every occasion. More than 100 ready to use images for Deluxe Paint™, Deluxe Video™, and Deluxe Print™ productions. \$29.95 *Electronic Arts*

### The Amiga Coloring Book: Borders

Over 550 borders in IFF format. \$34.95 *The Dragon Group*

### The Amiga Coloring Book: Sampler

Assorted clip art in IFF format. \$34.95 *The Dragon Group*

### The Amiga Coloring Book: World

Maps from around the world in IFF format. \$34.95 *The Dragon Group*

### THE BACKGROUNDERS for HAM Paint Programs

Ready made backgrounds for HAM paint programs with legal colors for film and video. Program replaces default palettes with legal color palettes for film and video. Available November 1989. Price unavailable. *Philadelphia Video Lab Inc.*

### Brummbar's Backgrounds

Series of backgrounds, brushes, objects, and palettes compatible with any IFF program. Recognized throughout the industry as a master Amiga palette. Backgrounds include not only paintings, but brushes, and new AnimBrushes which may be used in

combination with the backgrounds to create master artworks. Brummbaer also includes his personal tips for design and production in Electronic Art's Deluxe Paint III, though any Amiga software may be used with the Backgrounds. Filled with rich colors and bold themes. \$79.95 *Software Sensations*

### Art Parts, Vol. 2

Buildings, people, animals, plants and vehicles. Over 100 brushes. \$29.95 *Electronic Arts*

### Floor Plan Library

A set of floor plan parts and bath, kitchen, room modules saved as IFF screens for use with paint, desktop publishing and presentation programs. \$59.95 *Madrigal Residential Designs*

### Elevation Library

IFF Clip Art The Library contains assorted elevation screens and brushes, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. Available Winter 1990. \$59.95 *Madrigal Residential Designs*

### •Paint/Fonts•

(see also DTV/Fonts)

### AlohaFonts Volume 2

Forty-three fonts from 16 to 84 points for use with graphic, desktop publishing, and video production work. \$19.95 *AlohaFonts*

### AlohaFonts Volume 3

Forty-one fonts from 16 to 99 points for use with graphic, desktop publishing, and video production work. \$19.95 *AlohaFonts*

### AlohaFonts Volume 1

Twenty fonts for use with graphics & Desktop Publishing. \$19.95 *AlohaFonts*

### CalligraFonts/Asha's

A limited edition of new unique fonts. Original art, each disk signed by artist Asha Develder! 16-colors with complementary monochrome fonts for illuminated prints, large initial caps and exclusive design! Includes KidsBlox Colorfonts in 125 point and 80 point sizes. StainedGlass Colorfonts in sizes 101, 96 and 91 points. 1 megabyte required for use of the large color fonts. \$89.95+ \$3 S&H *Interactive Softworks*

### CalligraFonts/Lion's

Assorted 150 Amiga bit-mapped fonts in a 4-disk set for desktop publishing, video, presentations. Includes 120 B&W fonts in sizes from 7 to huge 160 points. There are 30 color fonts in sizes for video titling, posters and DTP from 20 to 75 points. Recommended by John Foust. \$89.95+ \$3 S&H *Interactive Softworks*



## CalligraFonts/Novelty

Quickly create a novel look for your next project with this 2 disk set of fonts in convenient sizes. Colorfonts include ICE, PENCIL, SKYLINE, SWISSCHEESE, JADE and STARS & STRIPES. This 2 disk set contains 14 Amiga diskfonts (sizes 32 to 84 points), plus 16 colorfonts (sizes 43 to 84 points). \$69.95+ \$3 S&H *Interactive Softworks*

## Calligrapher 1.05

Font editor includes ColorFonts and FontMover. Edit size, position, shape, color, pattern, style, kerning and spacing, italic slant, more. Graphics editor includes brushes, free hand drawing, paint can, magnify, more. FontMover copies, deletes, or previews fonts from another disk. Disk checking, font viewing in any resolution, more. Upgrades to version 1.05 are \$29.95. \$129.95+ \$3 S&H *Interactive Softworks*

## Font Works

Allows you to create a virtually unlimited number of color fonts quickly and easily by using either the built-in drawing tools or by grabbing letters from any standard IFF picture. Change existing fonts by adding effects like drop shadows, outlines, underlines, neon, resizing, and scaling. Choose up to 16 colors per font from a palette of 4,096. \$99.95 *ACS Software*

## Jet Master

Jet Master is the first font editor for the Commodore-Amiga that allows editing and complete interchange of native Amiga fonts. Now Amiga users can make use of the many commercial and public domain high-quality high-resolution fonts designed for use on laser printers, and amiga users who also operate Hewlett Packard LaserJet+ (and compatible laser printers). In addition to the font interchange functions, The Master is also a very powerful font editor, featuring automated special effects generation functions. And you won't be limited to editing tiny font sizes either, Jet Master will work with characters that are over 300 pixels tall. Features include: Loads and Saves fonts in either Amiga or H. P. format. Complete font editing tools. Automatic generation of inverse fonts plus much more. \$79.95 *C LTD*

## KARA FONTS-HEADLINES 2

Two disk set offers 4 new 8-color fonts in 2-3 sizes each. CHISELSCRIPT: Italic script in upper and lower case. GLASS: Transparent uppercase gothic face. ENGRAVED: Dragable, uppercase 2 plane shiny font. EMBOSSSED: Raised or sunken letters on a surface. \$69.95 *KARA Computer Graphics*

## KARA FONTS-HEADLINES

Three disk set. Featuring 10 Hi-Res, dimensional, up to 8 color, uppercase fonts in two sizes each (approx. 104 and 84 pts. high). Font styles in CHROME, MARBLE, BRICK and

GRANITE are dragable for added 3D effects. Other styles are CHISEL, WOOD, BEVEL, CAST, CHISELserif and COLUMN. \$79.95 *KARA Computer Graphics*

## KARA FONTS-SUBHEADS

Two disk set. A scaled-down version of HEADLINES, offers same unique colorfonts in two smaller sizes (approx. 72 and 55 points.) New sizes allow a greater range of flexibility in titling without having to reduce and makes it possible to use in lower resolutions at a workable size. \$69.95 *KARA Computer Graphics*

## Masterpiece Professional Font Collection

The largest collection of fonts and clip-art available for the Amiga today. 110 different fonts are included in this 20 disk set. Also included are 141 hi-res pages of border clip-art. 4 disks of ColorFonts and 2 disks of Brushes round out the set. A must for the video professional. \$199.00 *ARock Computer Software*  
Please see display ad on page 97

## Master Fonts

A collection of fonts in standard Amiga format designed to be used with all graphics, video, word processing, and desktop publishing. \$29.95 *T.S.R. Hutchinson*

## Media Line Font Disk I

Contains nine different bitmap fonts for the Amiga. Designed for professional use in video presentation, graphics, animation, and desktop publishing. \$34.95 *Free Spirit Software*

## Professional Font Library 3.2

For the serious Amiga artist, video specialist and anyone who appreciates a quality 6-disk product. 60 distinct bitmap fonts (approx. 200 styles 7 to 90+ lines high) in both monochrome and color (GOLD, CHROME, RIVET etc.) Suitable for paint programs, video titling, headlines and wordprocessing applications. Includes icon interface, utilities and comprehensive 90-page manual with samples. Requires 1 meg RAM. \$74.95 *CLASSIC CONCEPTS futureware™*

## Studio Fonts, Vol. I

Designed by professional commercial artist Marlin Green, these fonts are ideal for comps and quick presentations. Use in high resolution for demanding video titling and desktop. Includes 17 pre-colored pre-patterned colorfonts plus 12 mono-color fonts, IFF brushes, and Calligrapher patterns. \$46.25+ \$3 S&H *Interactive Softworks*

## Symbols Font Set

Single disk set containing an assortment of high resolution, commonly used symbols in various point sizes. \$49.95 *C Ltd.*

## Zuma Fonts Vol. 1

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 1 contains Swiss, Pica, and Varn Fonts. Requires 512K RAM. \$34.95 *Zuma Group*

## Zuma Fonts Vol. 2

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 2 contains Euro, Chelt, and Stencil Fonts. Requires 512K RAM. \$34.95 *Zuma Group*

## Zuma Fonts Vol. 3

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 3 contains Coop, Script, and Fast Fonts. Requires 512K RAM. \$34.95 *Zuma Group*

## Zuma Fonts Vol. 4

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 4 contains Deco, Devine, and Draft Fonts. Requires 512K RAM. \$34.95 *Zuma Group*

## Zuma Fonts Vol. 5

Typefonts for use with any program which accesses Amiga fonts. Six sizes from 12 to over 100 points. Volume 5 contains Metro, Art, and Gospel Fonts. \$34.95 *Zuma Group*

## • Paint/Tutorials •

### DeluxeHelp for Deluxe Paint III

A two disk interactive tutorial packed with tips and demonstrations of the powerful and complex features of Deluxe Paint III. Disk #1 explores the use of DPaint's painting tools, and various techniques used to produce quality static graphics. Disk #2 strikes out into the realm of animation. Learn a wide variety of techniques used by professional animators. DeluxeHelp for Deluxe Paint III is a must have product for anyone wanting to master Deluxe Paint III. \$49.95 *RGB Computer & Video Creations*

### DeluxeHelp's Advanced Techniques-Textures & Backgrounds for Deluxe Paint II

Takes the user through the complete process of creating organic textures and backgrounds that are used in real world television, advertising and business presentation graphics applications. It utilizes the same fool-proof techniques as the popular DeluxeHelp series of online, interactive tutorial programs. Wood, Marble, Granite, Gold, and Smoke are a few textures demonstrated. In each of the 29 lessons, create a complete texture or background that can be used as components of still images. \$34.95 *RGB Computer & Video Creations*



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**PRINTABLE  
STEP BY STEP  
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#### **DeluxeHelp for Calligrapher**

Online interactive tutorial runs with Calligrapher. \$44.95 *RGB Video Creations*

#### **DeluxeHelp for Deluxe Paint**

Online interactive tutorial runs with Deluxe Paint. \$34.95 *RGB Video Creations*

#### **DeluxeHelp for Deluxe Paint II**

On-line, interactive tutorial runs with DPaint II. Select from 54 lessons with real-time demonstrations and speech. \$34.95 *RGB Video Creations*

#### **DeluxeHelp for DigiPaint**

On-line, interactive tutorial runs with DigiPaint. Select help lessons with real-time demonstrations and speech. \$34.95 *RGB Video Creations*

#### **DeluxeHelp for Photon Paint**

Online interactive tutorial runs with Photon Paint. \$34.95 *RGB Video Creations*

#### **For Art's Sake**

Printable tutorials complete with IFF pictures. Whether you are a beginner or a seasoned artist, learn how to create your own fine art, animations and raytracings by using our techniques and many popular graphic packages. Easy icon based interface. 1meg required. \$19.95 *For Art's Sake*

See display ad on page 90

#### **•Paint/Utilities•**

##### **Doug's Color Commander**

Color gadget for any Amiga program. Can be run simultaneously with other programs. \$29.95 *Seven Seas Software*

#### **Express Tools**

A fantastic collection of graphics related utilities. Four programs: Display, allows you to create presentation from IFF files that can scroll vertically or horizontally. VPage, allows you to position, scale and rotate multiple IFF Images. Can be run from CLI or Workbench. Vham, allows conversion from HAM Images to 2, 4, 8, 16, 32 and 64 colors. And VGrab, convert any screen image into an IFF file. Express Tools are available to registered Express Paint Users by sending your Express Paint registration card and the information flyer along with shipping and handling costs of \$9.95 *PAR Software*

#### **Focus Video**

Focus Video provides a complete range of image processing capabilities. Features such as color control, filters, convolutions, contrast enhancement, histograms and others can improve and enhance your images, bring out details, analyse or transform. Focus Video is a tool for electronic publishing; Industrial quality control, astronomy, art, video effects production, and more. It's stand alone features include: Edge extraction, Spatial image filtering, Median filtering, Logical and arithmetic inter-image operations, Intensity histograms, Pseudo-3D display, Fast zoom, Linear contrast enhancement, Time stamping and user-definable text annotating and On-screen distance measurement with calibration. The Focus Video can also read 400 line IFF images (16 or 32 color). With a LIVE! Continuous Video Framegrabber installed in your Amiga, Focus Video gives you instant image acquisition from any NTSC video source, complete with Sequence recording/animated replay, Time-lapse capture, Color and contrast adjustment, and Integration and averaging of successive frames. Focus Video makes it easy and affordable to move beyond the rigidity of silver crystals on film into the flexible world of digital video. \$159.00 *A-Squared Distributions Inc.*

#### **GS-1000 Graphics Library**

Library of over 90 graphics-oriented commands. Includes device independent 2-D graphics, multiple viewports and screens, zoom panning, color mixing, many other commands and a full-featured paint program. \$49.95; with source code, \$149.95 *Rittinghouse Software Development Company*

#### **Imprint**

Software interface which works with the Amiga and the Polaroid Palette Film Recorder to produce film output of any IFF image. Prints 320 x 200, 320 x 400, 640 x 200, and 640 x 400 images with HAM capability. Snapshot RAM resident utility creates instant film image of onscreen display. \$495.00; \$2495.00 with Polaroid Palette system. *American Liquid Light Inc.*

#### **PIXmate**

The perfect graphics companion. PIXmate is a high performance Amiga image processing system which performs over 3,000 special effects. Using space-age image enhancement techniques developed for NASA, PIXmate converts to and from all Amiga graphics modes and resolutions. Resize and merge images and reduce colors in seconds. Hyper-Slice™ technology accelerates the graphic processing speed of your Amiga by a factor of 10. Features and power found in some \$100,000 dedicated workstations! A valuable addition to any Amiga library. \$69.95 *Progressive Peripherals & Software*

#### **THE COLOR KIT for Deluxe Paint**

Legal color scales for film and video in Hi Res = 132 colors in normal Interlace = 488 colors in halfbright Interlace = 720 colors- all at once on the screen and to be used. \$29.95 *Philadelphia Video Lab Inc.*

#### **Butcher**

Graphics utility program. Includes edge detection, resolution changes, pixel counting, half-toning, bit-plane slicing, sorting colors by pixel count or intensity, density slicing and palette effects. Also includes shape editor for defining mosaic patterns and textures. \$37.00 *Eagle Tree Software*

#### **PhotoSynthesis**

Image processing system with over 40 operations. Useful for many applications including special video effects, image enhancement, low-cost inspection and education. Interpreted language supports functions like Arithmetic, Boolean, Relational, and Histogram. Also supports looping, conditionals, tests, recursions and script files. Flexible interface supports mouse or keyboard commands. \$149.95 *Escape Sequence Inc.*

#### **•Artworks•**

##### **Galleria Volume 1: Sci-Fi**

Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibiton. Volume one features Sci-Fi. 6 paintings per volume. \$15.00 ea. (\$40.00 for 3 volume set) *EyefulTower Communications/EarfulTower Productions*

##### **Galleria Volume 2: Transformations**

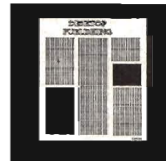
Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibiton. Volume two features transformations. 6 paintings per volume. \$15.00 ea. (\$40.00 for 3 volume set) *EyefulTower Communications/EarfulTower Productions*

##### **Galleria Volume 3: Otherness**

Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibiton. Volumes three features Otherness. 6 paintings per volume. \$15.00 ea. (\$40.00 for 3 volume set) *EyefulTower Communications/EarfulTower Productions*



# DeskTop Publishing



## City Desk 1.1

Flexible, versatile desktop publishing software complete with auto text flow, auto hyphenation, full screen text editor, and postscript support. \$149.95 *MicroSearch Inc.*

## City Desk 2.01

Create great looking newsletters, brochures, flyers, resumes, and more. Import text from most Amiga word processors and graphics from any IFF paint program, or create the text and graphics completely from within City Desk. Features include: no copy protection, automatic kerning in PostScript, multiple pages on screen, text flow around irregular graphics, supports 24 pin printer, HP Laserjet and Postscript. Also free newsletters and technical support! Version 2.01 offers support for C Ltd's Laser Express and PAL. \$199.95 *MicroSearch Inc.*

## Comic Setter

Create color comics on the Amiga. Bitmap and structured graphics, layering tools, automatic text balloon generation. Includes Clip art, fonts. Prints in B&W or color. \$99.00 *Gold Disk Inc.*

## Pagesetter

Software for personal and small business use. Page layout, text flow, grids and rulers. Easy to use interface, automatic text flow. Prints on dot matrix printer. \$149.95 *Gold Disk Inc.*

## PageStream

A stand-alone desktop publisher. Allows you to write, format, design graphics, import and export text and graphics, spell check, auto-hyphenate, print to preferences or proprietary printers. Treat text as a graphic object and much more. \$199.95 *Soft-Logik Publishing Corporation*

## Professional Page

Precision typesetting, full-featured word processing, CAD support, IFF color graphics. Uses bitmapped or structured graphics. Versatile page layout capabilities. Outputs to laser printer, typesetter. Supports dot matrix. \$395.00 *Gold Disk Inc.*

## Publisher Plus by Northeast Software Group

Mixes graphics or digitized images with text. Prints on dot matrix and laser printers. Many features. \$99.95 *Brown-Wagh Publishing*

## Publisher's Choice™

The Publisher's Choice Desktop Presentation Package combines KindWords 2.0 and Pagesetter 1.2 into an integrated wordprocessor/page layout system. Also included are the Artist's Choice Artpack with

over 200 IFF graphic images, and HeadLine FontPack offering over 35 different font styles and sizes. Together, these programs provide a complete solution to desktop publishing and presentation requirements, offering capabilities for designing flyers, creating newsletters, or producing a lengthy magazine. \$199.95 *The Disc Company*

## Publishing Partner Professional

Interactive WYSIWYG desktop publishing program with auto text flow, hyphenation, spell checking, automatic and user-definable kerning, and PostScript support. Includes graphics capabilities and full graphics importing, many font options, high-quality. \$199.95 *Soft Logik Corporation*

## Shakespeare

Color desktop publishing. Color printer support, mixes multiple full-color graphic images and multiple color palettes on a single page. Integrates text with graphics, text flow, stretching, cropping. Works in any resolution. \$225.00 *Infinity Software*

## DeskTop Publishing



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**Pagesetter**  
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**PageStream**  
A stand-alone desktop publisher. Allows you to write, format, design graphics, import and export text and graphics, spell check, auto-hyphenate, print to preferences or proprietary printers. Treat text as a graphic object and much more. \$199.95 *Soft-Logik Publishing Corporation*

**Professional Page**  
Precision typesetting, full-featured word processing, CAD support, IFF color graphics. Uses bitmapped or structured graphics. Versatile page layout capabilities. Outputs to laser printer, typesetter. Supports dot matrix. \$395.00 *Gold Disk Inc.*

**Publisher Plus by Northeast Software Group**  
Mixes graphics or digitized images with text. Prints on dot matrix and laser printers. Many features. \$99.95 *Brown-Wagh Publishing*

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**Shakespeare**  
Color desktop publishing. Color printer support, mixes multiple full-color graphic images and multiple color palettes on a single page. Integrates text with graphics, text flow, stretching, cropping. Works in any resolution. \$225.00 *Infinity Software*

### \*DTP/Clip Art, Objects and Borders\*

(see also Graphic Arts:Paint/Clip Art)

**Art Gallery I & II**  
Supplemental clip art for PrintMaster Plus. 140 graphics, mixed themes. \$39.95 *Unison World*

**Art Gallery Fantasy**  
Fantasy theme supplemental clip art for PrintMaster. 120 graphics. \$29.95 *Unison World*

**City Desk Art Companion Vol. 1: People and Technology**  
200 Med-res images of people in various occupations, as well as objects from Amiga to weapons. \$29.95 *MicroSearch Inc.*

**City Desk Art Companion Vol. 2: Banners, Borders and More**  
Two disks of 200 high-res IFF graphic images, including banners, scrolls, billboards, silhouettes and more. \$29.95 *MicroSearch Inc.*

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91

### \*DTP/Clip Art, Objects and Borders\*

(see also Graphic Arts:Paint/Clip Art)

### Art Gallery I & II

Supplemental clip art for PrintMaster Plus. 140 graphics, mixed themes. \$39.95 *Unison World*

### Art Gallery: Fantasy

Fantasy theme supplemental clip art for PrintMaster. 120 graphics. \$29.95 *Unison World*

### City Desk Art Companion Vol. 1: People and Technology

200 Med-res images of people in various occupations, as well as objects from Amigas to weapons. \$29.95 *MicroSearch Inc.*

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200 medium resolution IFF graphic images of holidays and sports. \$29.95 *MicroSearch Inc.*

## ComicArt-Funny Figures

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## Comic Art—Science Fiction

Science fiction clip art Comic Setter with body parts, backgrounds, props. Can be used with any IFF program. \$34.95 *Gold Disk Inc.*

## Comic Art—Super Heroes

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Structured clip art in ProDraw format. Requires ProDraw or Professional Page 1,2 or higher. PostScript device required for output with ProPage. Over 300 pieces of high quality black and white clip art on four disks. No Jaggies. \$99.00 *AlohaFonts*  
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A ten disk set of over 250 images. Will include a permanent 3.5 FAN-FILE disk holder. Manual explains suggested use of images as well as the psychology behind

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## QUICK-ART™ Borders & Vignettes 2.1

A newly upgraded 2-disk set designed especially for desktop publishing and print-style applications. The QUICK-ART collection includes over 60 decorative black and white 'brush-format' illustrations for announcements, invitations, memos, newsletters, cards or menus. There are also 100 borders tops and bottoms, 30 side borders, over 20 color illustrations and a 30-page manual and reference guide. Requires 512k RAM. \$39.95 *CLASSIC CONCEPTS futureware™*

## The Zymbol Library Volume 1

Hi-res brushes for graphic design, grouped by culture and period. Most in B&W for desktop publishing and paint programs. \$29.95 (\$75.00 for three volume set) *EyefulTower Communications/EarfulTower Productions*

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Hi-res brushes for graphic design, grouped by culture and period. Most in B&W for desktop publishing and paint programs, 3 volumes. \$29.95 (\$75.00 for three volume set) *EyefulTower Communications/EarfulTower Productions*

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### Laser Up!

Draw PostScript screen drawing and illustration package duplicates most PostScript drawing functions. Many features include: structured drawing, smooth curves, outline screen fonts, rotated text, help windows, auto tracing, color separations and more. Saves in EPSF format. Choice of text drawing speed. Unlimited object blends. \$124.95 *S. Anthony Studios*

### Professional Draw

An extremely high-powered graphic arts tool that will become a standard design instrument for any Amiga user. Offers a varied assortment of powerful drawing tools

including circles, ellipses, rectangles, polygons, and bezier curves. Import existing IFF files or HAM images and transform them into fully editable structured drawings using 4-point continuous beziers, user definable line weights and fill patterns, and a virtually unlimited range of color. Output detailed graphics to the highest resolution of dot matrix devices. Built-in color separator will prepare your color graphics for mechanical or process color offset printing. \$199.95 *Gold Disk Inc.*

## •DTP/Fonts•

### AmigaMETAFONT

This font compiler is an auxiliary software package to AmigaTeX. Features generation of new fonts at different sizes, resolutions and aspect ratios. \$75.00 *Radical Eye Software*

### AmigaTeX

Sophisticated typesetting software. 10 disks with full TeX functionality, AREXX compatibility. Includes TeX, preview, iniTeX, LaTeX, SliTeX, and BibTeX. Over 1500 previewer fonts. Free demo disk. \$200.00 *Radical Eye Software*  
Please see display ad page 93

### BoardWalk Font Set

Font set containing the BoardWalk font in Upright, Italic and Cilati in different sizes. Point sizes of 10, 12, 14, 16, 18, 20, 24, and 30. 6 and 8 point Upright style only. Total of 26 downloadable soft fonts. \$49.95 *C Ltd.*

### Borders Font Set

Font set containing an assortment of borders and outlines in various point sizes. \$49.95 *C Ltd.*

### Business Font Set

Two disk set. TRP font (similar to Times Roman) and HVP font (similar to Helvetica) in Upright, Italic, Bold/Upright and Bold/Italic styles. Each style provided in 6, 8, 9, 10, 11, 12, 18, 24, and 30 point sizes. 4 and 5 point in Upright only. Total of 76 downloadable fonts. \$79.95 *C Ltd.*

### Celtic Open Font Set

Celtic Open font set in Upright, Italic and Cilati. Point sizes of 10, 12, 14, 16, 18, 20, 24, and 30. 6 and 8 point in Upright only. Total of 26 downloadable soft fonts. \$49.95 *C Ltd.*

### Classic Script Font Set

Classic Script font set in Normal, Bold, and Light/Outline in different sizes. Point sizes of 6, 8, 9, 10, 11, 12, 14, 16, 18, 20, 24, and 30. Total of 36 downloadable soft fonts. \$49.95 *C Ltd.*





## Commercial Font Set

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## Cyrillic Alphabets 1.1

For students, professors and government workers who need small to medium-sized bitmap fonts for letters, assignments or as a novelty item or learning tool, these alphabets conform to the proposed ASCII standard. Good variety of styles, font utilities and comprehensive 40-page manual. Requires 512K RAM. \$29.95 *CLASSIC CONCEPTS futureware™*

## Fonts & Borders

40 supplemental fonts and borders for PrintMaster Plus, and free upgrade disk for original PrintMaster. \$34.95 *Unison World*

## Fontset 1

Fonts include Times, Helvetica, Courier. Several point sizes. \$34.95 *Gold Disk Inc.*

## Headline Font Set

Four disk set containing headline sized (36 to 72 point) versions of HVP, Celtic Open, BoardWalk, Modern Open and others. \$99.95 *C Ltd.*

## Laser Up!

Fonts Vol. 1 Three new downloadable analytic fonts for PostScript printers. Round, Classic, and Showtime, from 2 pts. to at least 64,000. Professional Page (Gold Disk) compatible. Also, now includes screen versions of each font plus Adobe Font Metric files (AFM) and ProPage metric files, and a ProPage install script file. \$49.95 *S. Anthony Studios*

## Laser Up! Utilities Vol. 1

PostScript procedures for typesetting. Standardized formatting commands for many functions. New Intuition user interface. \$39.95 *S. Anthony Studios*

## Newsletter Fonts, Vol. I

Over 100 fonts designed by Andre Page. Roman and Helvetish are ideal for mapping to PostScript laser printer as screen representation fonts. \$46.25+ \$3 S&H *Interactive Softworks*

## Olde English Font Set

Olde English font set in Bold and Light/Outline. Point sizes of 6, 8, 9, 10, 11, 12, 14, 16, 18, 20, 24, and 30. Total of 24 downloadable soft fonts. \$49.95 *C Ltd.*

## Outline Fonts

These high-quality AGFA Compugraphic outline fonts are designed for use with

## Now with full IFF graphics support!

Writing long or technical documents? Tired of the jaggies? Need mathematical equations? Check this out:

$$I_0 = \sqrt{\frac{\omega}{2\pi}} \int_0^{2\pi/\omega} \left( \frac{1}{2} + \frac{1}{2} \cos(2\omega t - 2\theta) \right) dt$$

## AmigaTeX

Full TeX functionality
On-screen preview
ARexx compatibility
Includes LaTeX, SlitEX, and BibTeX
Over 1500 previewer fonts
Main package is only \$200

AmigaTeX provides the highest possible quality on any printer, whether impact, ink-jet, or laser. It gives you the power to quickly typeset long, complex documents. Write for your free demo disk! Or stop by your local college bookstore and pick up a copy of *The TeXbook*, by Donald Knuth, to see what this system can do.

**Radical Eye**  
**Software**

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Circle 152 on Reader Service card.

Professional Page v1.3 & higher as well as Professional Draw. All are postscript compatible which will output to the highest resolution of any type of printer. Also included is a utility to allow you to convert these fonts to standard Amiga bitmap fonts. Price Unavailable *Gold Disk*

## ProFonts: Volume I

High quality fonts for use with ProWrite™. Package includes System Mover to move fonts and other system fonts from disk to disk, and allows you to install fonts on the Workbench disk. \$34.95 *New Horizons Software*

## ProFonts: Volume II

High quality, decorative fonts give visual appeal to ProWrite™ documents. Package includes System Mover to move fonts and other system fonts from disk to disk, and allows you to install fonts on the Workbench disk. \$34.95 *New Horizons Software*

## Pyre Script Font Set

Single disk font containing a Pyre Script (similar to Park Avenue) font set in Normal, Bold, and Light. Point sizes of 6, 8, 9, 10, 11, 12, 14, 16, 18, 20, 24, and 30. Total of 36 downloadable soft fonts. \$49.95 *C Ltd.*

## Simple Script Font Set

Simple Script font set in Normal Bold, Double Bold, and Light. Point sizes of 6, 8, 9, 10, 11, 12, 14, 16, 18, 20, 24, and 30. Total of 48 downloadable soft fonts. \$49.95 *C Ltd.*

## Storybook Capitals 2.1

Brush fonts especially designed to liven up your desktop publishing applications, newsletters, correspondence, posters, signs, and school worksheets. These are like the large, decorative capitals and calligraphy fonts found in children's storybooks and the old illuminations. Sizes range from 50 to 180 lines high, displayable in any resolution. They are easily inserted as brushes into paint and desktop publishing programs and don't require large amounts of memory to use. Requires 512k RAM. \$24.95 *CLASSIC CONCEPTS futureware™*

## SuperFont Sampler 2.1

A 2-disk set including a 35-page manual, more utilities and 60 font styles from 7 to 34 lines high. Great starter package with no compromise in quality for the budget-minded who need a variety of small-to-medium fonts for newsletters, word-processing and educational applications. Requires 512k RAM. \$34.95 *CLASSIC CONCEPTS futureware™*





# DeskTop Publishing


This ad was created at twice this size, printed by PixelScript v1.1 on an HP LaserJet, and reduced by half.

## PixelScript™

v1.1  
The PostScript interpreter for the Amiga

PixelScript enables you to print PostScript files on your Preferences printer, giving you your printer's very finest output.

Use PostScript typefaces and Encapsulated PostScript art to create a professional quality page, then print it on your printer at your printer's best resolution.



Pixelations' PostScript Series\*

PostScript typefaces, ornamentation, clip art and utilities for use with Amiga desktop publishing and word processing packages. The Marklowe and Metropolitan typefaces are from InType; the Ornaments are from The Underground Grammarian; both are published for the Amiga by Pixelations, Inc. Pixelations' PostScript Series will be available Fall, 1989.

from **Pixelations**™

**Pixelations, Inc.**  
P.O. Box 547  
Northboro, MA 01532  
508-393-7866

For orders only, call 1-800-225-5800 ext. 173

All product names mentioned are the trademarks of their respective companies.

Circle 160 on Reader Service card.

### Unity Roman Font Set

Unity Roman (similar to University Roman) font set in Upright, Italic, and Cilati. Point sizes of 4, 12, 16, 18, 20, 24, and 30. Total of 45 downloadable soft fonts. \$49.95 *C Ltd.*

### •DTP/Forms•

#### Award Maker Plus

Easy to follow program creates awards, certificates, licenses, coupons, or other documents you design. Program prints hundreds of pre-designed award styles, allowing you to choose text style, enter your own message, and select the border style and color. In some styles, you can enter your own hi-res picture. Features professionally designed color and B&W borders, gold embossed press-on seals, and class name file capability. \$49.95 *Baudville*

### •DTP/Print Utilities•

#### PrintMaster Plus

Graphic printing program. Includes clip art, fonts, more. \$39.95 *Unison World*

### 360 dpi Fonts

Complete set of 360 dpi fonts for the NEC 24-pin printers. Requires the NEC P6 driver and AmigaTeX, 10 disks. \$75.00 *Radical Eye Software*

### Epson FX Printer Driver

AmigaTeX driver and fonts for the Epson FX, MX, JX, and compatible series of printers. Also includes separate driver for almost all Epson-compatible printers, 10 disks. \$100.00 *Radical Eye Software*

### FinePrint

Multiple gray-shade print program works with most dot-matrix printers. Makes highly-detailed prints with true shades of gray. Makes near-photograph quality prints. Makes postage stamp-sized as well as mural-sized prints. Mouse-oriented and easy to use. \$49.95 *Designlab*

### ImageWriter II

Driver AmigaTeX driver for the ImageWriter II, 2 disks. \$100.00 *Radical Eye Software*

### JetSet 1.3

Utility programs for the Amiga and an H.P. LaserJet+ (or compatible) laser printer. Helps

user achieve maximum printer performance. Plain English command allows access to all LaserJet+ functions, automated (point and shoot) utility modifies and downloads multiple disk-based soft fonts for use on LaserJet+. \$39.95 *C Ltd.*

### Laser Printer Drivers

AmigaTeX laser drivers. Includes drivers for 300 dpi PostScript printers, the HP LaserJet Plus and Series II, the QMS Kiss and SmartWriter, and the HP DeskJet printers, 8 disks. \$100.00 *Radical Eye Software*

### Laser Up! Print 1.2

PostScript image printing system with many features. WYSIWYG scaling and translation landscape or portrait. Unlimited x and y printed image scaling. Wide variety of borders and halftone screen types selectable from menu. Four color process separations with targets-positives or negatives. You can save images as PostScript text files (which can be used with any operating system) or send them directly to any PostScript printer or typesetting machine. It's completely menu-driven with many features. \$89.95 *S. Anthony Studios*

### NEC CP7 Interface

Preferences driver for the NEC CP7. \$50.00 *Lightning Publishing*

### NEC P6 Driver

AmigaTeX drivers and fonts for the NEC P6/P7 series of printers and the Epson LQ series of 24-pin printers, 6 disks. \$100.00 *Radical Eye Software*

### NLQ 342C Interface

Preferences driver for the NLQ 324C. \$50.00 *Lightning Publishing*

### Pagesetter LaserScript

Allows printing PageSetter documents on PostScript laser printers or typesetters. Lets you scale, rotate, and translate upon output. Can also overlap multiple pages on a single output page. \$44.95 *Gold Disk Inc.*

### Professional Page Templates and Design Guide

This package contains over 50 professionally-designed, pre-configured templates for Professional Page, as well as a 48-page design manual full of useful design and layout tips. Type specifications: typeface, size, style, justification, text run-around, and more is all pre-set. Just flow in copy and print. This is extremely useful for those beginning desktop publishing, or others with limited time to devote to design details. \$59.95 *Gold Disk Inc.*

### PixelScript V1.1

PixelScript brings the power of PostScript to your Preferences printer, at any resolution your printer supports. PixelScript comes with





equivalents to the two leading font families (Times and Helvetica). PixelScript supports Encapsulated PostScript clip art, for truly professional desktop publishing. Additional fonts, clip art, and utilities available soon. \$149.00 *Pixelations, Inc.*

Please see display ad previous page

## Pure Color

Pure Color is a collection of printer palettes designed for graphic artists or anyone with a need for color hard copies. Each IFF screen holds 32 different colors or shades colors that can be printed to give the Amiga artist a convenient color chart for quick reference. Each color is clearly labeled with the numeric setting for RGB. There are over 500 different color settings as well as numerous dot pattern settings and a Quasi-HalfBrite chart. PURE COLOR is a collection of IFF compatible screens that are used as a color reference guide, and works well with any type of printer. Designed by graphic artists using Deluxe Paint II. \$24.95 *Graphic Design Studio*

## Quadron QuadJet Interface

Preference driver for the Quadram QuadJet. \$30.00 *Lightning Publishing*

## Scannery

Links Amiga to HP ScanJet. Full page preview, clip image to any size, adjust scale, resolution, and brightness for optimum image control. Scanning options include black and white, 16 gray scales, four dither patterns and inverted images. Repetitive tasks can be automated with the AREXX batch process capability. Merge scanner data with data from any other application program. Package includes software documentation, software disk and custom cable. \$250.00 *Inset Systems*

## Shinko Printer Drivers

Drivers for the Mitsubishi-Shinko line of Hi-Res, High speed, color thermal hard copiers. \$130.00 *ACDA Corporation*  
Please see display ad page 155

## The Big Picture

Prints HAM and IFF picture files out at up to 104 x 104 feet. \$29.95 *Lightning Publishing*

## Window Print II

Consists of three separate programs: Window Print, Snatch, and IFFIcon. In Window Print, load, print or save icons, BASIC output and paint programs. POSTER lets you clip and print a poster size print of any IFF picture or window. Install Snatch at startup and have a convenient HOT KEY to snatch the screen to an IFF file, captures stills from most animation. IFFIcon converts clipped pictures into ICONS for any Workbench object. Use two images, and icon changes when selected. \$34.95 *T & L Products*

## Palette Printer

A color match and selection system for the Amiga artist and designer. Contains IFF files to print out the color range of any in-house printer. By comparing Palette Printer color charts to any color charts already used, users can select color settings in any Amiga paint or desktop-/electronic publishing programs to create a matching color, or simply use the P.P. charts as reference to pre-select your color settings for precise results. Dot-per-inch as low as 83X84 will yield an impressive array of saturated colors from over 850 color samples. Higher dpi capabilities will create more usable colors. \$29.95 *Ontological Survey*

## Super DJ DeskJet Printer Driver

Super DJ is a greatly improved Amiga printer driver for the Hewlett-Packard DeskJet. It has many advanced features. It provides letter quality, a distinctive condensed (6 point, 10 pitch), and enlarged (12 point, 5 pitch), the ability to change fonts at will, and the elimination of muddy graphics. It also has a speed up of 100% or more in graphic

dumps, and can multiply graphic dumps on the same page. The Super DJ printer driver requires AmigaDOS 1.3. \$25.00 *Creative Focus*  
Please see display ad this page

## ASDG-RESEP

Requires Professional ScanLab and Professional Page. Allows 24 bit separations done by Professional ScanLab to be used in Professional Page. This results in printed output (to typesetters or other high quality output devices) with 16 million colors (true color). \$59.95 *ASDG Inc.*

## Laser Up! Plot

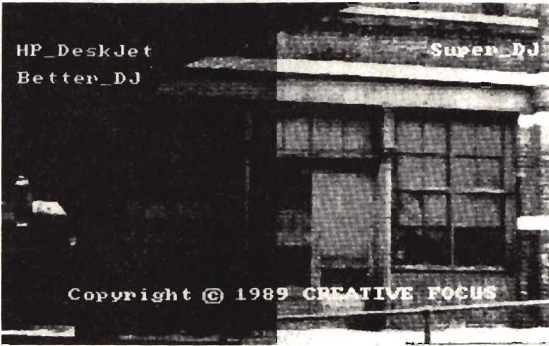
Converts Aegis Draw and Draw Plus drawings to PostScript. \$49.95 *S. Anthony Studios*

## •DTP/Tutorial•

### DeluxeHelp for PageSetter

Online interactive tutorial runs with PageSetter. Price unavailable. *RGB Video Creations*

HP\_DeskJet  
Better\_DJ
Super\_DJ



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**SUPER\_DJ V2.0 PRINTER DRIVER**  
for the DeskJet and DeskJet PLUS

- DeskJet PLUS graphics 40% faster than HP\_DeskJet
- Cartridge selections undisturbed by Preferences
- Additional speed-up in many graphic dumps
- Enhanced implementation of control codes
- Multiple graphic dumps on the same page
- Elimination of muddy-looking graphics
- Suppression of unnecessary page feeds
- Ability to change fonts **At Will**

Super\_DJ is available NOW for \$25.00.

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Box 580  
Chenango Bridge, New York  
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# DeskTop Video



## **Animation: Titler**

Professional real-time titler and character generator, including hi-res, overscan, true scrolling direction and looped playback. \$79.95 *Hash Enterprises*

## **Broadcast Titler**

Broadcast quality character generator for the Amiga. High quality anti-aliased fonts eliminate character jaggies. Accepts 8 to 200 scanline mono/color Amiga Fonts. Up to 320 colors per high-res page. Create colorful backgrounds and patterns. Over 100 transitions and effects. Full 736x480 overscan display. Preview channel mode prevents unwanted pages from being accidentally displayed thru genlock. \$299.95 *InnoVision Technology*

## **Deluxe Productions**

16-color high-resolution graphics animation for video professionals. Over 40 wipes. Includes 3 free art disks with fonts. \$199.95 *Electronic Arts*

## **DeluxeVideo 1.2**

Create desktop videos with art and music, titles, special effects, rolling credits. Includes bonus post-production kit. \$129.95 *Electronic Arts*

## **DeluxeVideo III**

The release of DeluxeVideo III sets a new standard for Amiga presentation graphics, offering professional video power with a simple, intuitive interface. DeluxeVideo III provides complete control over Amiga's graphics, animations and sounds, and it's visually oriented interface makes it easy to use that power. Unlike most other presentation products, DeluxeVideo III adds full integration of sound effects, music and MIDI to make complete audio-visual presentations. It can be used to create interactive demos, animated cartoons, or other types of video presentations using the full range of Amiga graphics, animation and sound. These videos can be recorded on videotape or played back through the Amiga. In addition, DeluxeVideo supports object-oriented interactivity for HyperCard™ like flexibility. DeluxeVideo III supports all Amiga resolution modes (including HAM, hi-res and interlace), super bitmaps, high speed animation, MIDI output and IFF standard sound and music files, and is the only program that has full DeluxePaint III capability. Current DeluxeVideo owners will be offered a low cost upgrade to the new version of the program. Available in December 1989. \$149.95 *Electronic Arts*

## **Invision**

Video integration tool works with the Live! digitizer and any video source to process video effects in real-time. Uses the keyboard and mouse to control effects such as colorization, strobos, and mirroring. Can display images created with other software along with the LIVE! video. \$129.00 *Elan Design*

## **INVISION Plus**

INVISION Plus brings a new dimension to our real time video effects system. INVISION Plus works with the LIVE! Frame Grabber from A-Squared Distributions and a VCR or video camera to make professional video effects possible at the press of a key. New features include ANIM format compatability, automatic rate effects control, graphics still store and display, and many new effects. \$299.00 *Elan Design, Inc.*

## **JMH Easy Titler**

Makes the beginner look like a pro. Auto-booting character generator is ideal for unattended display. Custom designed for a cable TV message center, Easy Titler lets you place titles in IFF backgrounds or solid color with overscan. Many choices for fonts, text colors, and over 40 transitions. You may add your own fonts to JMH Easy Titler. Now shipping version 2.0. \$49.95 *JMH Software*

## **Media Base**

Presentation software gives interactive access to audio visual presentations from video tape, compact or laser disk and computer disk. Requires the MediaPhile Infrared Controller. \$149.00 *Interactive MicroSystems, Inc.*

## **Photon Video: Video**

Type VideoType turns the Amiga into a professional-quality character generator with performance and features you would normally expect to find in much more expensive dedicated character and effects generators. Those features, together with a user interface designed for both maximum efficiency and ease of use, combine to make VideoType the professional character generator of choice for the Amiga. \$299.95 *Microillusions*

## **Pro Video CGI**

672 x 440 resolution character generator software. 8 colors/page, 100 pp. in memory, 17 real-time transitions. \$199.95 *PVS Publishing/Shereff Systems*

## **Pro Video Gold**

NTSC Version Runs only in the Amiga high resolution graphic mode with expanded screen size of 720 horizontal pixels by 480

scan lines. Easily creates 100 pages of video titles with its fast screen editor. Up to 2600 pages internally with additional RAM memory. Four styles of high-quality video fonts, each in four sizes. Additional font libraries are available in sets of 4 styles. Each font meticulously bit-mapped for maximum resolution. Text and graphic backgrounds are easily added to your titles. Import high resolution IFF paint or digitized pictures. Pro Video Gold requires and Amiga with Kickstart 1.2 or greater with at least 1/2 meg of chip memory and 1/2 meg of fast RAM. Demo disk available. \$299.95 *JDK Images/Shereff Systems*

## **PRO VIDEO PLUS**

Character generator with 16 colors/page, 16 fonts resident, multi-color characters, much more. 2MB minimum required. \$299.95 *PVS Publishing/Shereff Systems*

## **Pro Video Plus**

PAL Version Character generated software for Commodore. High resolution Video with expanded screen size of 672 horizontal pixels by 500 scan lines. Creates 100-2600 internal pages, 16 Internal fonts (English or German/Swedish), font libraries, font effects, screen backgrounds, transition effects. Requires an Amiga with Kickstart 1.2 and 1 meg of memory with at least 410K of chip & 400K of fast RAM after boot. Each IFF picture requires up to an additional 150K of fast RAM. Each additional 100 pages of titles requires 120K. Second 3.5 disk drive recommended, compatible with hard drive. Recommended for professional use. Demo disk available. \$349.95 *JDK Images/Shereff Systems*

## **Station Manager Character Generator**

Supports unlimited number of commercial and public domain fonts and creates scrawl files that can replace the clips inside DeluxeProductions™. Fully mouse driven, this character generator gives you features not found in even the most expensive systems. \$295.00 *ACS Software*

## **The Demonstrator**

Records your demonstrations and allows you to play them back automatically, add speech, produce tutorials, and more. \$39.95 *Meridian Software Inc.*

## **TV'SHOW**

Special effects slide show generator uses IFF images. Performs wipes, reveals, pushes, more. Add speech. Many features. Now supports ANIM's and digitized sound. \$99.95 *Zuma Group*



## TV\*Text

Character generator lets you define how text will look, then draws the text for you. Various font sizes and shapes, drop, cast, or transparent shadows, strobe-end 3D effects. Fully compatible with all Amiga IFF products. Requires Workbench 1.2 or above, 512K RAM, 1 disk Drive. Recommended: 1 MB RAM, 2 disk drives or hard disk, preferences supported printer. Includes 18 fonts. \$79.95 *Zuma Group*

## TV\*Text Professional

Professional level titling program. Adds shadows, metallics, outlines, glint and color animation effects to any text, shape or IFF object. Does embossed backgrounds. Requires 1MB RAM. \$149.95 *Zuma Group*

## VideoPAGE

Extremely simple to use interface, video titler. Use over 100 transitions to manipulate titling effects. Best smooth scrolling. Up to 6 fonts at one time. Hi Res, 16 color system. Includes extra font diskettes. \$99.95. 1 font diskette; \$149.95, 4 font diskettes. *Impulse Inc.*

## VideoTitler

For desktop and video presentation. Works with Amiga fonts, Zuma fonts, and multiple color fonts. Stretch, rotate, and adjust fonts with many styles and special effects. Effects include neon glow, 3-D block, thin edge fat edge, emboss, balloon, and more in expert mode. Images can be distorted, inverted, tiled, mirrored, quartered, or compressed vertically or horizontally. Supports IFF windows and pictures, all screen resolutions including overscan. \$149.95 *Aegis Development Inc.*

## •DTV/Fonts•

(see also Graphic Arts:Paint/Fonts)

### CGI Font Library Set 1&2

Alternate font libraries compatible only with PRO VIDEO CGI. Each set contains 4 styles in 3 sizes. Bonus disk included. \$99.95 each. *PVS Publishing/Shereff Systems*

### Masterpiece Professional Font Collection

The largest collection of fonts and clip-art available for the Amiga today. 110 different fonts are included in this 20 disk set. Also included are 141 hi-res pages of border clip-art. 4 disks of ColorFonts and 2 disks of Brushes round out the set. A must for the video professional. \$199.00 *ARock Computer Software*

Please see display ad this page

### Pro Video Plus Alternate Font Sets

Each set contains 4 styles in 4 different sizes. Available in English, German and Swedish characters! German and Swedish character available only in the PAL version. \$129.95 each *JDK Images/Shereff Systems*

# MASTERPIECE PROFESSIONAL FONT COLLECTION®

## 20 DISK SET

The largest collection of fonts and clip art available in a single package for the AMIGA.

### 110 DIFFERENT FONT STYLES

This doesn't mean 10 sizes of 11 fonts. It means 110 DIFFERENT fonts.

### LARGE SIZES

Specially designed for video work. 95 % of the fonts are over 100 pt. tall. Easily resized smaller.

### PATTERN CLIP ART

141 hi-res DPaint II pages. There are thousands of objects and examples.

### ALL FONTS ARE HI-RES

BRUSHES - 2 disks full of color brushes.

COLORFONTS - 4 full disks.

100 PAGE MANUAL - Full size font printouts.

20 DISK SET - ONLY \$199.00

Contact your local AMIGA dealer or order direct from  
AROCK Computer Software, 1306 E. Sunshine,  
Springfield, MO 65804 1-800-288-AROK

DPaint II is a registered trademark of Electronic Arts.

Circle 133 on Reader Service card.

### Video & Headline Fonts 3.1

A 3-disk set of the very largest fonts from our Professional Font Library. We've added utilities, an icon interface and a 40-page manual. 80 styles! including outline, shadow and decorative versions, over 30 distinct, artist-designed bitmap fonts. Monochrome and 2-color fonts. Especially suitable for video titling, headlines and paint-style graphics. Requires 1 meg RAM. \$49.95 *CLASSIC CONCEPTS futureware™*

### VIDEO Fonts

Hi-res, bit-mapped fonts not compatible with PRO VIDEO CGI. 11 styles in 30, 44, and 72 point. \$49.95 *PVS Publishing/Shereff Systems*

## •DTV/Sounds•

### Animation

Sound effects disk with 45 real and synthesized IFF sounds. Door knocks, footsteps, machinery, more. \$19.95 *WaveTable Technologies*

### ZOUNDS!

Sounds Digitized sounds for use with Fantavision. Delux Video, and The Director. Clip Art for your ears. \$19.95 *AlohaFonts*

## •DTV/Tutorial•

### Digitizing Slideshow by New Image Productions, Inc.

This is a new software HOW-TO program directed at the beginner, and intermediate student of the Amiga Computer. The program illustrates the various techniques employed in digitizing, manipulating, and animating objects, etc. \$29.95 each volume (1, 2, or 3); \$79.95 entire series *MCP Associates*

## •DTV/Utilities•

### Focus Video™

Provides a complete range of high-end image processing. Features include color control, filters, convolutions, histograms, arithmetic and logical operations between two images, zoom, contrast enhancement, measurement, time-lapse with time stamp, and more. Output in PostScript (either gray level or color separated), IFF, and Sun Raster file. \$159.00 *A-Squared Distributions Inc.*

### Frame Grabber 2.0

Hundreds of new software features. Shrink, zoom and magnify images to any size. Prints





# DeskTop Video

images directly from FG software. Mirror Image Feature for creating silk-screen applications. Supports full 24-bit, true-color images. Supports new file formats: DV-21, IFF-24 and config files. Several extra image processing features: Sharpens, blurs, creates line-art and negatives of images. Advances histogram feature for total contrast control. New Palette Lock system matches palettes and facilitates use with genlocks. Exclusive Delta system for accurately comparing images. \$99.00 *Progressive Peripherals & Software*

## Media Processor

Allows computer control of A-V equipment. Edits video tape, records database, plays back automatically from one or two decks. Overlay computer graphics on video, dub audio, record single frame animation images automatically, record a database of up to 24 hours of digital stereo sound or 4 hours of video on one 8mm cassette. Freeze frame, visible high speed search, flying erase heads, much more. \$149.00 *Interactive MicroSystems, Inc.*

## Photon Video Transport Controller

The link between graphics, animation, and video tapes. Controls external video tape frame by frame controllers like the Lyon-Lamb and Video Media's V-LAN systems. Designed for use with Photon Video's Cell Animator, the Transport controller will also work with other third party software. Records 1-300,000 frames each time an image is displayed, resulting in a smooth animation sequence. Set the TC to edit short real-time Amiga animations into longer sequence; set in/out points via keyboard or mouse; create time-lapse using the Time Lapse utility. Requires external video controller interface. \$299.95 *Microillusions*

Please see display ad page 7

## Photon Video: Edit Decision List Processor

Edit decision lists can save lots of time and money. Create your list off-line, then transfer them to an on-line editing system via the serial port, or an MS-DOS compatible floppy disk. Features 999 events per file capacity, three tracks (one video, two audio), lists are recalculated instantly every time a change is made. Works with 30 frame NTSC, 25 frame EBU(PAL) and 24 frame film modes. \$499.95 *Microillusions*

Please see display ad page 7

## PIC-MAGIC™

A ten disk set of over 250 images. Will include a permanent 3.5 FAN-FILE disk holder. Manual explains suggested use of images as well as the psychology behind many of them. Some images draw the eye to a particular spot on a page while others convey a certain mood. Images can be

resized using DPaint III or a comparable program. PIC-MAGIC is an unlimited resource library for computer enthusiasts, desktop publishers and animators. IFF format, most over 1000 by 1000 pixels. \$85.00

*Joe's First Company*

Please see display ad page 88

## Station Manager Graphics Library

Gives you TV quality graphics backgrounds and objects. \$195.00 *ACS Software*

## Station Manager Map Generator

High-speed cartography plots a high-resolution map of anywhere in the world in seconds. Graphical user interface makes map selection easier than most programs. \$145.00 *ACS Software*

## Station Manager Tape Editor

For the Amiga video professional. Lets you edit from simple cuts to A/B roll. Controls up to 32 devices in VHS, SuperVHS, Betacam, or 1-inch VTR (or any mixture of formats), within unique Video Network. All editing and control done with the Amiga's software interface. Provides for automated single-frame, time-lapse, script recordings and edit decision list processing also included. \$995.00 *ACS Software*

## Station Manager Teleprompter

Reliable teleprompter eliminates need for expensive paper most teleprompters use. \$295.00 *ACS Software*

## Station Manager Time and Scheduling

After you've created, animated, and edited, Time and Scheduling helps you get on the air on time. \$295.00 *ACS Software*

## T.V. Graphics 2.0

This is a two disk set of clip art to be used in desktop video applications. Graphics consist of background screens and borders for over dubbing video in all graphics created in Interlace overscan and are IFF compatible. \$49.95 *Slide City*

## Video Visions Vol. 1: The Titler V2.0 (2 Disks)

Images and parts custom made for Titler programs like Video Titler, and Pro Video+ with a focus on Title Backdrops. Features: Borders, Title Bars, New Vtitler Fontstyles, World Map, Genlockable:Frame blue, Monitor, Tubular and Graphic backdrops:Diamond Pattern. Video Fonts: 72, 60, & 42 lines, Brush Patterns to create Fill Screens, Scenery parts: Tree, Mountains, Cycled Stream, Foreground tree, Fontframe data for VTitler. Over 30 files, hi-res: 672 x 444 IFF format pages, 3rd disk available for \$5.00 (736 x 480). \$24.95 *CV Designs*

## Video Visions Vol. 1: The Titler V2.1

Same as the Titler 2.0, only screens are

extended to broadcast titler overscan page size 736 X 480. More backdrops than 2.0. A \$10.00 upgrade from 2.0. Three disks included. \$24.95; 34.95 with V.V. The Program *CV Designs*

## Video Visions Vol. 2: The 3D Animator V2.0

(2Disks)Images and parts custom made for 3D and Page Flipping Animation programs with a focus toward Fantasy Animals subjects. Features objects for 3D. Specify your 3D Editor: 3D Knight, Unicorn, Giants' Hand, 3D Videocam, Dogsworld animation, 3D Globe spin, Clouds backdrop, Field Backdrop HAM, Tree Backdrop, More! Over 40 files, overscan HAM screens and 3D objects for your editor. (VideoScape, Sculpt 3D, or Turbo Silver supported.) \$24.95 *CV Designs*

## Video Visions Vol. 3: The 2D Animator V1.0

(2 Disks) Images and parts custom made for 2D Pageflip programs with a focus on Characters-Creations subjects. Features: Many Motion Parts for Animations, Butterfly animation, Rosie Rabbit animation, Horse Race, Fence post looping background, Character poses: Boyrun, Duck snoop, Duck walk, Runners, Eagle Land, Eagle Fly, Golfer, Tigerjoyful, Woman leaping, HAM desert backdrop, Horse gallop, Horse Prance, More! Over 30 files hi-res & HAM. 672 x 444 IFF format pages \$24.95 *CV Designs*

## Video Visions Vol. 3: The 2D-Animator V1.1

Same as 2D-Animator 1.0, only pages are extended to Moviesetter, Deluxe Video, or Zoetrope 352 X 240 overscan lo-res. More data is included than V1.0. A \$10.00 upgrade from 1.0. \$24.95 *CV Designs*

## Video Visions Vol. 4: The Videographer V1.0

(2 Disks) Images and parts custom made for Wedding/Occasions subjects. IFF Compressed Overscan for video programs. Features: Borders, Flowers, Love, Bouquets, Bride, Frames, Scroll, Lace, More! Over 30 files hi-res overscan. 672 x 444 IFF format pages. \$24.95 *CV Designs*

## Video Visions Vol. 4: The Videographer V1.1

Same as Videographer 1.0, only pages are extended to broadcast titler overscan pages size 736 X 480. More backdrops than 1.0. A \$10.00 upgrade from 1.0. \$24.95; 34.95, with V.V. The Program. *CV Designs*

## Video Visions Vol. 5: Broadcaster

(2 Disks) Images and parts custom made for Business/Broadcast subjects. IFF Compressed Overscan for video programs. Features: Chroma Slide overscan screens, Industry, Cityscape, Celtic animation, Baseball Football



Scoreboards, 20th Century Fox Logo, More! Over 40 files hi-res overscan. 672 x 444 IFF format pages. \$24.95 *CV Designs*

## **Video Visions Vol. 6: The Educator**

(2 Disks) Images and parts custom made for Educators with a focus on History/Geography subjects. Features Maps, Historical sites around world: Eiffel Tower, Spanish Matador, India caravan, All maps worldwide, over 60 files. Full 16 color hi-res. \$24.95 *CV Designs*

## **Video Visions Vol. 7: The Advertiser**

(2 Disks) Images and parts custom made for Advertisers with a focus on Products/Symbols subjects. Features industry TV commercial pictorials. All products like 35mm cameras, Video camera, Disk Drive, Visa/Mastercard, Medical, Pepsi, Yellow Pages. More! Over 50 files of 16 color HI RES. \$24.95 *CV Designs*

## **Video Visions-The Animator Set**

Includes previous Video Visions clip art bundled in a 3 volume set (6 disks). Includes Volume 2 The 3D-Animator (Sculpt 3D version standard), Volume 3 The 2D-Animator and Volume 6-The Educator. Geared toward Animation users 2D or 3D. Education in scope with maps and numerous aids for animators. \$59.95 *CV Designs*

## **Video Visions-The Mixed Set**

Includes all previous video vision clip art bundled in either 3, 4 or 5 volume sets. Also volumes of the future can be chosen to complete a package to suit any Videographer. Geared toward the mix & match individual. Conversions available for any set program requirement a user may request. \$59.95 (3 volumes) \$79.95 (4 volumes) \$99.95 (5 volumes) *CV Designs*

## **Video Visions-The Program**

An integrated video display utility that can load and run pictures, objects and animations prior to dumping to video tape. It will be part of the package of any Video Visions data disk set or purchased separately. \$34.95 alone; 10.00 with purchase of any Data Disk; FREE with purchase of any SET. *CV Designs*

## **Video Visions: The Titler Set**

Includes previous Video Visions video clip art bundled in a four volume set (9-11 disks). Includes Volume 1 The Titler, Volume 5 The Broadcaster, and Volume 7 The Advertiser, Volume 4 The Videographer. Geared toward Titler users that use display video software. Optional are Video Visions the Program or the Broadcast Titler. Script Disk for those owners of Broadcast Titler. Each are included on request. \$79.95 *CV Designs*

## **Amiga Link**

Software interface which joins the Amiga and V-LAN by Video Media for video editing. Price unavailable. *RGB Video Creations*

## **Interactor**

Interactive Graphics Presentation System with hyper FX is an animation design system which combines the power of hypermedia with the excitement of desktop video to let you create interactive visual databases for free-association browsing, information retrieval and education. Interacter turns your Amiga into a hypertextual desktop presentation environment which integrates graphics, sounds, and a text into an interactive, randomly-accessible hierarchy of information of your own design. Furthermore, Interactor is fast and easy to use with an innovative, intuitive interface built for productivity. Interactor supports hypertext, IFF sounds, IFF pictures and brushes in lo-, med- or hi-res, in under- or over-scan, and runs off any storage medium to give you full access to the speed and capacity of your computer. \$79.00 *Very Vivid, Inc*

## **•DTV/General•**

### **Eye Play**

2 Player or computer builds computer art from three dozen graphic routines. 640 x 400 and 320 x 200 resolution. \$19.95 *Silver Software*

### **Impact!**

Provides all the elements required to make impressive desktop presentations of data for graphs and slideshows. Create a variety of charts: bar, pie, line, scattergram. Charts can be stacked, overlapped, or displayed in 3D. Graphs can be printed or saved as slides. Pull-down menus, prompts, FAST menu. Commands via mouse, keyboard, or digitizing. \$39.95 *Aegis Development Inc.*

### **K-Graph 3**

From Kuma Software of England. Prepare graphics displays for presentations and use in documents. Line/scatter graphs, area graphs, pie charts, stacked, horizontal, 3 dimensional and normal bar. Automatic axis scaling, Grid on/off, Save Graph option, statistics, Math and logical expressions, graph formulas, automatic creation of legends and labels, marker positions. Display up to four graphs at a time. Prints to any Epson or Epson Compatible printer. Data interchangeable with K-Spread 3 and K-Word 2. \$99.95 *MichTron*

### **Laser Show Designer**

Produces professional quality laser light shows. Works like a paint program to create, edit, animate, and display projected laser graphics and beamworks. Requires standard laser scanner projector (available from Pangolin.) \$595.00 *Pangolin Laser Software*

### **RTV**

Raster-to-vector conversion program. Takes standard IFF pictures—drawn, painted, or

digitized—and instantly turns them into projected laser graphics. RTV can be used by itself or as input for the Laser Show Designer program. Requires a standard laser scanner projector. \$495.00 *Pangolin Laser Software*

### **Scenery Unlimited**

Scenery Unlimited is a fractal landscape scene generator. It was originally a public domain, and was featured in the September 1989 issue of *Amazing Computing*. It has been extensively enhanced, and adds the ability to create fractal clouds, textured water surfaces, finer detail, and better shading. It now supports overscan, and has two modes of operation. A Preview Scene option lets you view a scene in 5 seconds! There is also a new High Detail mode. Its interactive, fun and easy to use. Available November 1, 1989. \$39.95 *Natural Graphics*

### **Music Visions**

Adds a visual dimension to music as it plays, using FutureSound digitizer. Samples and analyzes the music, creating a light show in real-time. Many options. \$29.95 *Digital Wizards, Inc.*

### **Mondo Stereo**

Create dynamic stereo 3D images and gain full understanding of how stereo works. Paint stereoscopic depth into ANY Amiga image! Enter a totally interactive 3D workspace! Wear your 3D glasses WHILE YOU WORK, so that you get INSTANT stereo 3D feedback! Complete manual (with extensive illustrations) included. Uses either X-SPECS 3D (alternating liquid-crystal) or anaglyphic (red/blue) viewing systems. MONDO STEREO anaglyph glasses (with durable plastic frames) included! Also includes the NO-SPEX Free Viewing Aid. Makes free viewing side-by-side 3D pairs easy. (Free viewing is an advanced stereo technique.) Has settings for SCULPT/ANIMATE 3D, FORMS IN FLIGHT II, and TURBO SILVER. Available soon. Under \$100.00 *A-Squared Distributions Inc.*

### **Symphony Music Video**

Continuous display of video and sampled sound in IFF format. \$24.95 *Speech Systems*

Amiga Developer??  
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**Amazing Product Guide**

for the  
**Commodore Amiga**



# Music



## Bars and Pipes

Unique Pipeline concept allows the user to direct the flow of musical information on a track by track basis either prior to or after recording takes place. Includes the Toolbox with a keyboard splitter, event filler, chord substituter, inverter and harmonizer to name a few. Create a Tool allows the user to construct customized Macrotools. The Editor is either a piano roll display or bars on a staff. Lyrics can be typed over the music. MIDI File Format compatible. \$249.95 *Blue Ribbon Bakery, Inc.*

Please see display ad opposite

## Deluxe Music Construction Set

Full-featured sound editor with complete input, notation, and score printing. \$99.95 *Electronic Arts*

## Digital Studio

Digital Studio, the ultimate stereo sound handler for Amiga computers. A digital sampler, editor (and sequencer) is fully complete, of high fidelity, (simple to use at an affordable price); yet it remains a professional tool. Digital Studio has 10 memory work zones; these buffers will allow you to work on several different pieces of music, and even better, to play one piece while working on another, or even to play the two samples at the same time, with different frequencies (pitch) if so desired. The zoom in Digital Studio, permits you to magnify the waveform. DRAW permits you to touch up the waveform. There are menu commands for volume, and echo. Modified sounds can be saved on a floppy disk or on a hard drive in IFF format. Supplementary characteristics include: Sampling Rate to 44Khz, Automatic voice activation, left, right volume control, anti-aliasing audio filter control, transform mono into stereo and vice versa, and graphic oscillator for control of audio entry level. Digital Studio is compatible with all the digitizers whose sampling rate is high enough to permit quality sound recording. Price unavailable *Adept Development*

## Dynamic Studio

Integrated music software for Amiga computers. Includes sequencer, drum machine, and event editor. \$199.95 *Newwave Software*

## Hotlicks

Create your own music or rescore the classics. Cut, paste, or transpose single notes or sections of music. Use twenty digitized instruments at one time. Built-in rhythm guides, on screen keyboard display, load and save instruments, scores, and rhythms. Save your compositions to the Jukebox for

playback later. Uses standard 8SVX instruments and DMUS scores. \$49.95 *Infinity Software*

## Instant Music

Easy musical composition through mouse control. \$49.95 *Electronic Arts*

## Keyboard Controlled Sequencer V1.6

Load up to 4 programs simultaneously, automated 48-track tape recorder mode, full editing of all MIDI parameters, built-in variations generator. Can use up to 126 sequences. Can use Amiga's internal voices. Allows multitasking, loads and saves MIDI files. \$249.00 *Dr. T's Music Software Inc.*

## Level II

Does everything KCS 1.6A does, with 16 more screens of algorithmic and global editing. \$349.00 *Dr. T's Music Software Inc.*

## M

M for the Amiga is a real-time interactive composing and performing program. M's graphic screen controls allow you to shape or change any aspect of your composition while you're hearing it. First, you specify notes and chords. Then you determine the ways those notes will be transformed through rhythms, articulation, orchestrations and many other variables. Finally, you perform your music, either by manipulating screen controls, playing control keys on a MIDI keyboard or moving the mouse in a conducting grid. M features a capability for automating changes in MIDI velocities, note densities, legato-staccato articulations and accents. Also multitasking compatible and high quality internal sounds using IFF8SVX sample files. \$199.00 *Intelligent Music*

## MIDI Magic

Easy to use MIDI sequencer for the Amiga. Uninterrupted music output. Features include multi-channel simultaneous recording, 480 PPQN resolution, 4-mode quantization, and multiple time signatures. Allows realtime, modular, or step editing. Records any type of synthesized sampled, or live sounds onto 16 tracks with up to 26 sequences. Multitasking, windows, gadgets, pull-down menus. Mouse or keyboard control. Play, record, pause, rewind, FF. Memory Fuel Gauge keeps track of memory. \$149.95 *Brown-Wagh Publishing Inc.*

## MIDI Music Manager

Play sampled sounds from any MIDI track. Listen to one track while recording another. Eight real time tracks. Adjustable track length. Works with standard IFF files. \$39.95 *Datel Computers*

## MIDI Recording Studio

Full-featured 8-track sequencer. \$69.00 *Dr. T's Music Software Inc.*

## MIDI Synergy I

Complete source code kit in C and Assembly. MIDI recorder and sequencer using OPCode file format. IFF SMUS to MIDI conversion. Mouse controlled modulation, pitch, tempo, transpose. \$27.00 *Geodesic Publications*

## MidiVU

Single track desktop recorder records in real time from any MIDI instrument. Portable, compact, multitasking; uses just 3% of disk. Pops up fast, hides easily. Saves tracks to disk, and includes powerful file utility. MIDI data monitor for troubleshooting. Help screens show MIDI 1.0 message definitions. Includes message filtering and loopable playback. Records Sys-Ex MIDI data and can be used as a generic Patch Librarian. \$29.00 *Diemer Development*

## Music Modules

Record/save/edit/play standard MIDI files. Use IFF sampled sounds as instruments. Number of tracks, sequences or sounds limited only by available memory. Independent multitasking programs which utilize a shared library to communicate. MIDI Delay and SysEx Dump. Use Amiga keyboard as a MIDI controller. MIDI keyboard or interface are useful but are not required. Available October 1989. \$99.95; Starter Kit available for \$49.95 *Musicomp Technologies*

## Music Mouse

Musical composition with the mouse. No musical skills required. Music Mouse turns the computer into a musical instrument that reacts to mouse movements to play internal sounds or create MIDI data. Lets beginners express their musical sensitivity and imagination; while giving advanced musicians an endless variety of instantly accessible chances for improvisation and exploration. Outputs through the computer's built-in speaker or through a MIDI interface. \$79.00 *Opcodes Systems*

## Music-X

MIDI sequencer features real-time recording, keyboard mapping, configurable librarian, and many editing features. \$299.95 *Microillusions*

## Quest I: Texture

Original Modular Recording, record, edit and assemble your music in convenient blocks called patterns. 96 patterns of arbitrary length up to 545 beats. 2304 independent sequences, 24 tracks X 96 patterns, 99 links for songs.



Create music without having to stop. Full real time interaction; all 16 MIDI channels may be controlled simultaneously; comprehensive screen window display. Simple Mouse/menu/keystroke interface, and more. \$150.00 *Sound Quest Inc.*

## Quest II: Texture

Professional sequencer for the Amiga computer. Features include modular recording, 24 tracks, edit display, MIDI output remapping, swing function, enhanced Amiga interface, linearize function, and clipboard. Includes all the features of Quest I plus 96 patterns of arbitrary length up to 2728 beats, Multiple MIDI Channels per track, Quantize-3 new methods of affecting note duration, panic button and much more. \$250.00 *Sound Quest Inc.*

## Sonix

Combine instruments, sampled sounds, and digitized AudioMaster files. On-screen musical editing lets you see each note as it's entered on the staff. Has built-in MIDI controller. Supports eight MIDI voices with up to 32 channels and 16 MIDI patches for each channel, or four Amiga voices and four

MIDI voices. Saves files in IFF or RFF formats. Use pre-programmed instruments or create your own using the Sonix synthesizer. \$79.95 *Aegis Development Inc.*

## SoundScape Pro MIDI Studio

Recording studio environment provides complete facilities for routing, recording, editing, transposition and playback of any musical performance from both the internal sampled sounds of the Amiga, and/or any external MIDI equipment. Features infinite note and track MIDI sequencer, MIDI Patch Panel links program modules, supports Song Position Pointer to sync with other MIDI clocking systems, MIDI sequence and song editing, step entry for easy note at a time recording/editing. Echo and Trigger modes provide special sequencing effects. Also integrates with the AmiGen genlock for creating music videos. \$179.95 *Mimetics Corporation*

## Synthia

High Performance Digital Synthesizer Creates digital IFF instruments, modifies existing IFF instruments with reverb, wow, and other enhancements. \$99.99 *The Other Guys*

## Synthia Professional

A 16 bit synthesizer effects processor, visual editor, sampler/file interface. Create single and multi-sample instruments for use with most music programs or your favorite MIDI Keyboard Sampler. \$395.00 *The Other Guys*

## Texture

MIDI-based sequencing system developed by Roger Powell and Steve Rossi. Mouse or keyboard interface, multi-tasking, real-time interactions, sync options, modular recording. 96 patterns of arbitrary length, up to 545 beats. All patterns 24 tracks deep, 99 song links, undo function, more. \$199.95 *Magnetic Music*

## The Hyperchord Music Exploration Kit

The kit consists of a disk of 4 interrelated programs, centering around Hyperchord. Other programs include Mode Maker, Rhythm Maker and Holistic Window. With Hyperchord you can create, store and manipulate RIFFs in real-time. In design mode create anything from simple scale runs to complex RIFF waves. Play mode allows you to improvise and loop any of the RIFFs. Customize modes in Mode Maker. Spectral

# MOZART NEVER HAD IT THIS GOOD!

Sure, ol' Wolfgang Amadeus was a prodigious musician. And how many composers of the 18th century can say they've been on Broadway, won an Oscar and had an obnoxious German pop song written about them? But Mozart never reached his full potential. Why? Simply put, he never used **Bars&Pipes**, the creative musical advantage.

Take a look at **Bars&Pipes**' four major elements and prepare to break the barriers of your imagination!



The **Pipeline** guides your musical input from conception to performance. By arranging the pipes and valves, you can direct the flow of musical information on a track-by-track basis. Each **Pipeline** can process information prior to or after it's recorded for the ultimate in flexibility.



**Bars&Pipes' Toolbox** is chock full of musical magic that processes MIDI information as it flows through the Pipeline. Explore new horizons with such Tools as the keyboard splitter, event filter, randomizer, chord substituter, inverter, transposer, phrase-shaper, harmony generator, counter-

pointer and quantizer, just to name a few. Or, invent your own macrotools with **Bars&Pipes**. Create-a-Tool feature. Because **Bars&Pipes** is an open-ended system, there's no limit to what you can do as new tools become available.



**Bars & Pipes, Sequencer** has no limit to the number of tracks you can record. Simply drag your tools of choice onto the **Pipeline**, tickle the ivories (or plastics as the case may be) and presto-change-o, a star is born! Features include: Global cut, copy and paste commands; Auto-locate registers; Punch in and out; Looped mode recording; Global display of music on all tracks; A-B-A global song construction and editing; High resolution timing (192 clicks

per quarter note); Tempo maps; Sync to external MIDI or MIDI Time Code; Audible Metronome; Rhythm, chord, key, lyric and time signature input; MIDI file format compatibility.



**Bars&Pipes** sports the most complete **Editor** of any music package. Take your pick of a piano roll format or see your music displayed as bars on a staff. Open multiple edit windows at once. Drag notes with the mouse. Cut, copy or paste your music. Use **Tools** to process sections on a note-by-note or phrase-by-phrase basis. Type your lyrics directly over the music and **Bars&Pipes** will print out a lead sheet. Edit key, rhythm and chord change information for algorithmic composition.

With **Bars&Pipes**, you'll never have to carry a tune in a bucket again! And, you don't have to have some bizarre Latin middle name to become a virtuoso.

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(404) 377-1514







# Music

colors are used to show the tonal relationships of the notes. The unique 3D interface and the graphics alone make this a fascinating and fun program to use. \$129.00 *Hologramophone Research*

## •Editor/Librarians•

### 4-OP Deluxe

Graphic editor librarian for the TX-812, FB01, DX100, DX21, and DX27. \$149.00 *Dr. T's Music Software Inc.*

### C-ZAR

Editor librarian for Casio CZ-101, CZ-1000, and CZ-1 synthesizers. Includes 200 pro sounds; easy start up; automatic loading, saving, and cataloging of disk sounds. Cut and paste, duplicate, rename and delete sounds, banks, and disk files. Overlays large, color coded and dragable sound envelopes on a logarithmic time display. Continuous display and sound updating, flexible undo feature. Mouse operation features intuitive panel displays. 200-note sequencer; 80 page indexed manual. Much more. \$195.00 *Diemer Development*

### Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Roland D-110. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### CZ Rider

Graphic editor librarian for the Casio CZ series of instruments. \$149.00 *Dr. T's Music Software Inc.*

### DX Heaven

Graphic editor/librarian for the Yamaha DX-7. \$149.00 *Dr. T's Music Software Inc.*

### ESQ-1 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Ensoniq ESQ-1. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### ESQuapade

Graphic editor/librarian for the ESQ-1 and SQ-80. \$149.00 *Dr. T's Music Software Inc.*

### Kawai K-3 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Kawai K-3 series. Point and click editing of all parameters. Requires MIDI interface. \$175.00 *Dr. T's Music Software Inc.*

### Kawai K-5

Graphic editor/librarian for the Kawai K-5. \$175.00 *Dr. T's Music Software Inc.*

### Kawai-1 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Kawai K-1 series. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### Oberheim Matrix 6/1000 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Oberheim Matrix 6/1000. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### PCM-70 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Lexicon PCM-70. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### Roland D-50 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Roland D-50. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### Roland MT-52 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Roland MT-52. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

### Sound Quest CZ Master Librarian

Master Editor/Librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used with the Casio CZ series. \$125.00 *Sound Quest Inc.*

### Sound Quest D-10 Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store, retrieve, modify, and create sounds to be used with the Roland D10. \$150.00 *Sound Quest Inc.*

### Sound Quest D-50 Master Librarian

Master Editor/Librarians available for both PC and the Amiga, to be used with the D-50. \$150.00 *Sound Quest Inc.*

### Sound Quest DX Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store, retrieve, modify, and create sounds to be used in particular synthesizers. \$150.00 *Sound Quest Inc.*

### Sound Quest Generic Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store, retrieve, modify, and create sounds to be used in particular synthesizers. \$125.00 *Sound Quest Inc.*

### Sound Quest SQ-80 Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store, retrieve, modify, and create sounds to be used with the Ensoniq SQ-80/ESQ-1/ESQ-M. \$150.00 *Sound Quest Inc.*

### Sound Quest TX802 Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store,

retrieve, modify, and create sounds to be used with the Yamaha 802. \$175.00 *Sound Quest Inc.*

### Sound Quest TX81Z Master Librarian

Master Editor/Librarians available for both PC and the Amiga, and are used to store, retrieve, modify, and create sounds when used with the Yamaha TX81Z/DX100/DX21. \$150.00 *Sound Quest Inc.*

### Yamaha MT-52 Caged Artist

Editor/Librarian Multitasking graphic editor librarian for the Yamaha MT-52. Point and click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software Inc.*

## •Percussion•

### A-Drum

A full-featured rhythm maker allowing users to create new and exciting drumbeats. Four-voice drum machine can have up to 26 IFF sounds in memory to output with a sequencer in stereo to allow up to 64 measures of variable length. In, out, and clock MIDI supported. \$79.95 *Haitex Resources*

### Drum Studio

Drum Studio turns your Amiga into a powerful dedicated drum machine. Each sound has 16 different volume and pitch controls providing over 5000 different drum sounds in memory. Features include up to 100 patterns in memory; real time indicator to allow easy volume and pitch adjustment; adjustable BPM (beats per minute) from 30 to 240; keyboard template for quick reference; plus many more features. \$29.95 *DigiTek Software*

## •Programming•

### HMSL

Hierarchical Music Specification Language. An object-oriented Forth-extension language for experimental music composition. Three modules: graphic editor (CREATE), real-time stimulus response environment (PERFORM), and complex hierarchical scheduler (EXEC). Includes utilities for designing real time intelligent instrument, controlling and responding to MIDI devices, more. Includes source code. Requires JForth. \$150.00 *Frog Peak Music*

## •Songs•

### Four Disk Set

The Rock Disk, Digital Synthesizer Disk, Grab Bag Disk, Orchestral Disk all in one package. \$79.95 *ECT Sample Ware*



## Game Play

By Jim Cuomo. Top scores from computer action adventures. \$14.99 *Pigeon Music*

## Hot & Cool Jazz

New music and instruments for Instant Music™, Deluxe Music Construction Set™, and DeluxeVideo™. Over 40 original tunes cover jazz history from ragtime to fusion. A dozen instruments including Les Paul guitar, chord harmonica, and jazz sax. \$29.95 *Electronic Arts*

## It's Only Rock and Roll

New collection of 40 original songs from eight eras of rock history. For use with Instant Music, Deluxe Music Construction Set, and DeluxeVideo. Twenty-two new instruments and a 24-page manual covering the development of rock music from 1956 through the 70's. \$29.95 *Electronic Arts*

## •Sounds and Instruments•

### A Sound Library Vol.1 to 3

A 3 volume set. New digitized sounds for Amiga musicware. IFF soundfiles suitable for Microillusions Music X software. \$66.00 *EyefulTower Communications/EarfulTower Productions*

### Amiga Sound Oasis

Over 2500 professional sounds. Play sounds live through Amiga stereo outputs using a MIDI keyboard, or incorporate sounds into any IFF music program. \$99.95 *Newwave Software*

### Animation

Sound effects disk with 45 real and synthesized IFF sounds. Door knocks, footsteps, machinery, more. \$19.95 *WaveTable Technologies*

### Big Dollar Synth

Unusual sound samples from hi-end synths, spread over 6 octaves. Mimetics and IFF formats. \$19.95 *WaveTable Technologies*

### Composer's SoundLib

Mimetics' Exclusive (Vol. 3) Sampled sound libraries in Mimetics format. Over 30 samples per disk. Real instruments and custom programmed synthesizers. \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 1

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 2

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 3

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 4

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 5

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib IFF Portable Vol. 6

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds on each disk (6 volumes). \$19.95 *WaveTable Technologies*

### Composer's SoundLib Mimetics' Exclusive (Vol. 1)

Sampled sound libraries in Mimetics format. Over 30 samples per disk. Real instruments and custom programmed synthesizers. \$19.95 *WaveTable Technologies*

### Composer's SoundLib Mimetics' Exclusive (Vol. 2)

Sampled sound libraries in Mimetics format. Over 30 samples per disk. Real instruments and custom programmed synthesizers. \$19.95 *WaveTable Technologies*

### DX Voices

Sounds for the Yamaha DX Series. \$49.00 *Dr. T's Music Software Inc.*

### Instrument Voice Disks

Data disks for Dr. T's sequencer and patch editor/librarians. \$49.00 each *Dr. T's Music Software Inc.*

### Mellotron

Mellotron instrument samples. Original issue cello, violin, and flute voices. Mimetics, IFF format. \$19.95 *WaveTable Technologies*

### Modern Percussives

Over 60 sampled real and percussive sounds for music composition programs. Available in IFF. \$19.95 *WaveTable Technologies*

### Real Brass

Real brass instruments for composition programs. Trumpet, tuba, french horn, trombone, more. IFF and Mimetics format. \$19.95 *WaveTable Technologies*

### Sonic Spectrum

Instrument libraries: Rock and Roll Library; Classical Library; Special Effects Library; Percussion Library. Over 750 instruments in all. Compatible with all music based software that supports IFF or Mimetics format uploadable sound samples. All samplers contain four disks with over 50 realistic instruments. \$59.95 each (\$199.95 for all four) *DATASOUND*

## Sound Effects Library

288 realistic sound effects, both common and unusual, from baby cries to jet planes. Use with any program that uses the IFF standard for sampled sounds. BASIC or C programmers can use Sound Effects in their own programs. Volumes 1 through 6 include the 288 sounds, manual, and Pocket Pac disk holder. \$99.95 *Karl R. Denton Associates*

## Symphony Songs

Collection of nearly 1000 sampled sounds, including Beatles, Classical, Rock, more. DMCS, Music Studio or Sonix format. Price unavailable. *Speech Systems*

## The Digital Synthesizer Disk

26 exotic instruments generated by synthesis software. IFF or Soundscape format. \$24.95 *ECT Sample Ware*

## The Grab Bag Disk

26 unusual and ethnic sounds and effects. Bali flute, dog bark, more. \$24.95 *ECT Sample Ware*

## The Orchestral Disk

17 multi-sampled sounds including strings, grand piano, more. \$24.95 *ECT Sample Ware*

## The Rock Disk

Drum kits, guitars, bass, organ, synth sounds and more. \$24.95 *ECT Sample Ware*

## MT-32 Voices

Sound for the MT-32 editor. \$49.00 *Dr. T's Music Software Inc.*

## •Tutorials•

### Music Student I

Lessons in music theory. 178 lessons on one disk: intervals, triads, scales, terms, symbols, more. Eight levels, beginner through intermediate. \$59.95 *Associated Computer Services*

### Music Student II

Lessons in music theory. 178 lessons on one disk: intervals, triads, scales, terms, symbols, more. Eight levels, beginner through intermediate. \$59.95 *Associated Computer Services*

### AudioMaster II

Save sampled stereo sounds as 5-octave Sonix instruments. Visually display waveform of your favorite sound file. Use sound digitizing to load samples into AudioMaster II and change pitch, sample rate (56K), volume, and octave. Edit digitized samples, add special effects. \$99.95 *Aegis Development Inc.*

### Audiotools for the Amiga

Based on an article published in July/Aug 87 *Amiga World*, disk contains source and object in both C and Modula-2 that simplifies direct



# Music



## MUSICOMP TECHNOLOGIES PRESENTS: MUSIC MODULES

MUSIC MODULES is an integrated package of software programs which turn your AMIGA\* into a musical instrument, a MIDI event processor, and an audio special effects generator. .... ALL AT THE SAME TIME !!! The MUSIC MODULES STARTER KIT contains these 5 feature packed modules: KEYBOARD CONTROLLER (use AMY's keys like piano keys + mouse pitchbend & volume), MOUSE TO MIDI (use AMY's mouse to jam in any one of 144 musical scales + pitchbend + volume), SAMPLED SOUNDS PLAYER (use up to 40 IFF sound files at once, each w/ independent volume, pitchbend, & tuning), HARMONY (automatically plays one of 29 types of harmony while you play the melody, use multiple modules for automatic chords), MIDI DELAY & SHIFT (real time delay adjustable from 16 msec to over 8 seconds + pitchshift + feedback). MUSIC MODULES has extensive MIDI capabilities for the pro musician but is easy to use and entertaining for the hobbyist. MUSIC MODULES is flexible and expandable. Call for info on new modules.

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access to the audio device. Updated since publication of the original article, and includes the original unedited article text (with updates included). No licence required for use. \$8.00 *DATAPATH*

## •Utilities•

### Copyist Apprentice

Music printing and scoring program prints 5 pages of music on a dot-matrix printer. \$99.00 *Dr. T's Music Software Inc.*

### Copyist DTP

Music printing and scoring program prints 100 pages of music on dot-matrix, laser, or PostScript printer. With Adobe Sonata fonts. Supports IFF and EPS files. \$339.00 *Dr. T's Music Software Inc.*

### Copyist Level I

Transcription program includes a full complement of music symbols and transcribes treble, bass, alto, and percussion clefs. Also allows you to convert any of the supported formats to any other. \$99.00 *Dr. T's Music Software Inc.*

### Copyist Professional

Music printing and scoring program prints 50 pages of music on dot-matrix and laser printers. Reads and writes sequence files, prints and automatically transposes parts. \$275.00 *Dr. T's Music Software Inc.*

### MIDI Sample Wrench

Sound editor that works with 16-bit CD quality sounds. Quickly perform either subtle or dramatic sound variations. Full cut-and-paste editing available, along with free hand drawing, DSP, and sound mixing tools.

Preview sounds with the Amiga's internal voices. Works with MIDI based samplers. Since sampler support is provided via libraries, new samplers are very easy to add. Requires MIDI interface and 512K RAM minimum. \$279.00 *dissidents*

### Performance

Database system for performing musicians that tracks MIDI information (synth presets, patch banks, sequences, etc.) for songs in repertoire to automate MIDI setup. Includes a MIDI file sequence player. Contains set building tools to organize material for live performances. Database is entirely user-configurable, is mouse driven, supports standard MIDI files, runs in both interlace and non-interlace modes. The song selection features a large font easily readable from a distance of up to 30 feet from the screen. \$165.00 *Pregnant Badger Music*

### Real-Time Sound Processor

The Real-Time Sound Processor features Echo, Reverberation, AM and FM Modulation, Vibrato, Over Drive, Stereo Function, 512Kb sufficient, and MIDI channel selection for Amiga 500/1000/2000. Your creativity combines with the Amiga's amazing musical capability to produce unlimited original sound effects. Choose from PRESET parameters to recreate well know sound effects, or choose from the fully flexible parameters to create your own new sound effects. All sound processing occurs instantaneously-the samples do not have to be saved previously. You need NO musical training to use this software. Price Unavailable *Adept Developement*

### Utilities #1

Eight additional modules for SoundScape: Mouse Bender, System X, Frame Counter, Fuel Gauge, Clock Divider, more. \$49.95 *Mimetics Corporation*

### Sound Effects

Modify Amiga IFF sounds with Echo, Flange, Chorus, Tremelo, Reverse, Harmonize, Fuzz, Compressor, EQ and more. STOMPBOX style user interface. \$59.95 *Musicomp Technologies*  
**Please see display ad this page**

### Sound Lab Amiga

A complete visual editing program that features extensive visual waveform and voice parameter editing, powerful audio processing, graphic looping aids and a unique wavesample librarian for the Ensoniq Mirage Digital Sampling Keyboard. A complete MASOS implementation provides fast editing and processing functions without lengthy wavedata transfers. In addition, unique features like interpolation and compression improve sample quality. \$295.00 *Blank Software*

### Dr. Drums, Dr. Keys, Bach Songbook

Data disks for sequencer and patch editor/librarians. Songbook contains 2-part inventions, 3-part sinfonia, 4-part fugues. \$29.00 each *Dr. T's Music Software Inc.*

## •General•

### Fractal Music

Music based on fractal mathematics. Two octaves in the key of C, graphics of filled polygons, 640 x 240 resolution. \$19.95 *Silver Software*

### MindLight 7

Combined with Visual Auralis I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A Squared. Includes a oscilloscope and a frequency counter for analyzing and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's music software. \$198.00 *Visual Aural Animation*

### Pattern Splatter

Random sequence generator that deals with arpeggiation patterns, randomizes various MIDI parameters within user-controlled ranges. \$49.95 *Mimetics Corporation*

### Pixound

Fully multitasking, Pixound is musical screen interpreter which uses both MIDI and Amiga internal voices. By translating the red, green and blue content of each pixel into chords, you are able to hear what you see. One of the results of this technique is that every new screen is a new instrument to be played. We have included 5 unique screens for such purposes as well as 5 screen generators which never produce the same screen twice. The parameters which you can vary include pitch, harmony, orchestration, color and sensitivity. Using MIDI recording, more serious musicians can use Pixound to generate melodic and harmonic sequences for use in other music programs. Also separate music disks available to be run with Pixound. \$79.00 *Hologramophone Research*

### Protein Music

Plays music based on protein amino acid sequences. Menu choice of protein, speed, tone, channel. Two octaves. \$19.95 *Silver Software*

### Waveform Easel

Use the mouse to draw any curve to define waveform tables that the Amiga uses to make sounds. \$19.95 *Silver Software*

### DNA Music

Plays music based on DNA sequences. Features menu choice of DNA, speed, tone, and channel. Two octaves in the key of C. \$19.95 *Silver Software*

### RXMix

16-channel programmable mixer for Yamaha RXII drum machines. \$79.95 *Pregnant Badger Music*



# Business & Home Productivity



## •Accounting•

### 2+2 Home Management System

Personal accounting database. Allows information sharing between modules including financial management, appointment calendar, mailing list and telephone directory. \$99.00 *Arborsoft Inc.*

### Accounts Payable

Helps manage and track cash liabilities. Posts payments to general ledger or check ledger. \$99.00 *Computerware*

### Accounts Receivable

Indicates overdue accounts, records key customer information, tracks invoices, and prints statements automatically. \$99.00 *Computerware*

### B.E.S.T. Business Budgeting

This program is designed to be used in conjunction with the B.E.S.T. Business Management General Ledger or the stand-alone B.E.S.T. General Ledger. The budget system automatically creates budget G/L files from existing General Ledger account files for planning future income and expense activity, by General Ledger account. Pro-forma (anticipated) Income Statements. Balance Sheets, sales reports, expense reports, etc. can be printed and/or compared with current General Ledger activity for plan vs. actual performance reporting. \$79.95 *B.E.S.T. Inc.*

### B.E.S.T. Business Management

An easy-to-use, fully integrated business management and accounting system. Contains general ledger, accounts payable, inventory management and services management. All purchasing, receiving, order processing, invoicing and payment entry is provided through an easy-to-use Business Function process. Many standard reports are included in inventory management, services management, accounts receivable and accounts payable. Custom reporting is available in the general ledger, inventory management and accounts payable. Customer statements, purchase orders, invoices and checks are prepared quickly and easily on professional-quality business forms. \$295.00 *B.E.S.T. Inc.*

### B.E.S.T. General Ledger

This stand-alone general ledger contains all the features of the integrated B.E.S.T. Business Management General Ledger including a three-year history, transaction entry and editing, audit trail reports, journal listings, custom financial reporting and easy end-of-month closing. Completely compatible with the fully integrated B.E.S.T. Business Management for future upgrade purposes. \$79.95 *B.E.S.T. Inc.*

### B.E.S.T. Payroll Management

This stand-alone payroll system provides an easy-to-learn payroll management process flexible enough to support the payroll needs of most businesses. Unlimited numbers of income sources and deductions can be established for up to 500 employees. Payroll processing, check writing, reporting and posting data to General Ledger files (if desired) are all done with a mouse click. Monthly, quarterly and annual tax reports, W-2's and other useful outputs are provided for a complete payroll management system. \$89.95 *B.E.S.T. Inc.*

### Bottom Liner

Accounting program for home and small businesses. Checkwriting, spreadsheets, 700 user-defined accounts in budget, income, expenses, assets, liability, and equity. \$269.00 *Clockwork Computers*

### Budgeteer

A practical, low-cost budget preparation designed for home and business use. Features an easy to learn interface that uses the Amiga mouse, menu and windowing environment to record actual and budgeted monthly expenses and credits. Data can be presented in tables, pie charts, or one of 36 bar charts, all of which can be output to any of the printers supported in Preferences. Requires 512K RAM. Not copy-protected. \$39.95 *Prakticon, Inc.*

### Check Ledger

Single-entry bookkeeping system for small business or personal use. \$99.00 *Computerware*

### Desktop Budget

A personal finance management program for every budgeting concern handled in an icon-based manner. Assists in setting up monthly payments, automatically performs month-end reconciliations and year-end rollovers. Program contains useful full-function calculator and personal icon editor. \$69.95 *Gold Disk, Inc.*

### Ea\$y Loan<sup>SM</sup>

Incorporates all the Amiga's Interface features to help users manage their loan and credit records. Keeps track of loan with remaining interest, principal, and time. Also helps uncover and avoid paying hidden or incorrect charges. Features flexible customization of amortization, viewing and printing of summary schedules, on/off speech and user-definable color palette setting, detailed printouts, and more. \$79.95 *PAR Software*

### Easy Ledgers

Single-entry accounting system. Fully integrates billing, receivables, payables, inventory and general ledger. Open invoice and balance forward accounts. Two levels of password security. No special account numbers needed, no codes to remember. Detailed reports printed. Great for wholesale or retail businesses. \$295.00 *Brown-Wagh Publishing Inc.*

### General Ledger

Comprehensive double-entry system. Includes audit trails, closing procedures, and full reporting. \$99.00 *Computerware*

### Integrated Merchandiser

Point-of-sale and full accounting program with payroll. Automatic posting of sales to ledger. Operates a cash drawer. Up to 98,000 transactions per year. \$499.00 *Clockwork Computers*

### KEEP-Trak General Ledger

Record keeping system for home or business use. Many features. \$49.99 *The Other Guys*

### Momentum Check

A personal checkbook management program, can print checks with custom setup option, provides full-screen editing on forms, and supports any Amiga hardware configuration. Set budgets, report functions by check number, date and different classification codes. Momentum Check automatically prompts you for outstanding items, making reconciliation a snap. \$29.95 *Micro Momentum, Inc.*  
Please see display ad page 4

### Nimbus 1.3

Multitasking capabilities give constant access to the General Ledger, accounts payable, and accounts receivable. The general ledger is automatically updated when data is entered into either accounts payable or receivable. Customers and vendors are tracked by name. Find information on any account by entering the first few letters of the name. Nimbus was written for the novice computer person and non-accountant business owner. New features include: Installation on a hard disk, storage of data on separate disk, print invoices on pre-printed forms or plain paper, and more. Upgrades to previous version are \$25.00 plus shipping. \$159.00 *Oxxi Inc.*

### Payroll

Accommodates all pay types and pay periods. Includes federal and state tax reporting, quarterly, tax statements, W-2's, paychecks and cost accounting. \$99.00 *Computerware*



# \$ Business & Home Productivity

## Point-of-Sale Inventory

Includes an integrated sales order entry and invoicing feature for customer sales, tax-reporting and profitability analysis. Post customer invoices to the accounts receivable module automatically. \$295.00 *Computerware*

## Rags to Riches Accounting Package

Accounts payable, accounts receivable and general ledger accounting package suitable for a small business. \$499.95 *Chang Labs*

## Rags to Riches Accounts Payable

Accounts payable accounting package suitable for a small business. \$199.95 *Chang Labs*

## Rags to Riches Accounts Receivable

Accounts receivable accounting package suitable for a small business. \$199.95 *Chang Labs*

## Rags to Riches General Ledger

Accounting package suitable for a small business. \$199.95 *Chang Labs*

## Tax Break

Easy to use with on-screen representation of forms and schedules, fast recalculation, and constant status of taxes due or refunds. On screen IRS booklet, pop-up calculator plus many more features. \$79.95 *OXXI Inc.*

## Tax Plan

Calculate your federal income taxes for the year and forecast for the year coming. Fast and affordable, covers all forms that most taxpayers use. Prints IRS acceptable forms, handles multiple returns, audits and identifies errors. User Guide and Tax Reference Manual included. \$34.95 *Quality Business Systems*

## Tax-Break Canadian Edition

Canadian tax preparation and planning software for all provinces of Canada. Formerly known as Amiga-Tax. United States 1040 version also available. See OXXI Inc. \$69.95 Canadian; updates 29.95 *Datamax Research Corp.*

## The Accountant

Full-range simplified accounting system featuring sales, expenses, receivables, payables, inventory, cost, payroll and general, point of sale invoicing and sales and purchases journals. Help windows, 10 check registers, more. \$299.50 *KFS Software, Inc.*

## The Tax Strategist

Federal and California State income tax program includes Federal form 10-14, Schedules A, B, C, D, E, and SE; Forms 2441 and 2106; and California State form 540 and schedule CA. \$69.00 *Digital Dynamics*

## •Databases•

### Aquisition

Fully programmable, fully relational database, utilizes the Amiga's power and innovation. IFF sound and sound support, report generation, calculated fields. Specifications limited only by memory and storage. \$299.95 *Haitec Resources*

### Database 4

Easy-to-use database program. Features include mail merge and print mailing labels. Also holds IFF graphics. \$69.95 *MicroSearch Inc.*

### DATAFAX

Free-form relational database. Information is arranged in pages within folders. Define keys, cross-referencing. Ideal for organizing notes, bibliographies, speeches, articles and catalogues. Organize your notes and reduce research headaches. \$99.95 *Pecan Software Systems, Inc.*

### DataRetrieve

Quickly set up your data files using convenient on-screen templates called mask. Select commands from the fonts, styles, colors, sizes and graphics. Help screens are available at the touch of a button. Exchange data with TextPro, BeckerText and other packages to produce form letters, mailing labels, index cards, bulletins, etc. Prints data reports to most dot-matrix and letter-quality printers. \$79.95 *Abacus Software*

### DBC III 2.

An alternative to programming in the dBASE interpretive language. Create, access, and update dBASE III-compatible files without using dBASE. Open and process up to 10 data, Index, or Memo files. \$150.00 *Lattice, Inc.*

### dbPro

Fast, powerful, portable dBASE-compatible database management. \$299.95 *Lamplighter Software, Inc.*

### Designer Databases-Business I

Ready to use database, simply load using Microfiche Filer or Microfiche Filer Plus and begin entering your data. Professionally designed, commercial quality databases come with complete data definitions and forms for editing and printing. Record inventory, billing, important dates, expenses, employee records, and mail merge. \$59.00 *Software Visions, Inc.*

### Designer Databases-Home I

Ready-to-use database. Simply load using Microfiche Filer or Microfiche Filer Plus and begin entering your data. Professionally designed, commercial-quality databases come with complete data definitions and forms for editing and printing. Record videotapes, CD's,

records, stamps, coins, wines, Fish Disks (1000 public domain programs catalogued). \$39.00 *Software Visions, Inc.*

### Mail-O-Dex

A rolodex, mail merge manager, phone dialer and label printer which directly supports most word processors. \$49.95 *KarmaSoft*

### Microbase

Ready to use as soon as loaded. For home, business, and school. \$24.95 *Anco Software USA Inc.*

### Microfiche Filer

Graphic and text database with side-by-side viewing for video storyboarding. \$99.00 *Software Visions, Inc.*

### Microfiche Filer Plus

File manager includes full programmer interface using ARexx. 33 powerful new commands allow database access from any ARexx macro. Automatic field calculations, HAM picture storage, database programming, direct control over other applications, dynamic data import and export with ARexx-compatible applications. \$179.00 *Software Visions, Inc.*

### MultiBase

Uses record locking to allow simultaneous access to data files from several terminals. Includes Multi-User System Software. \$249.00 *Conceptual Computing*

### Omega File Data Base—Mail Merge

Mail merge database for check registers, invoicing, inventory and more. \$79.99 *The Other Guys*

### Organize!

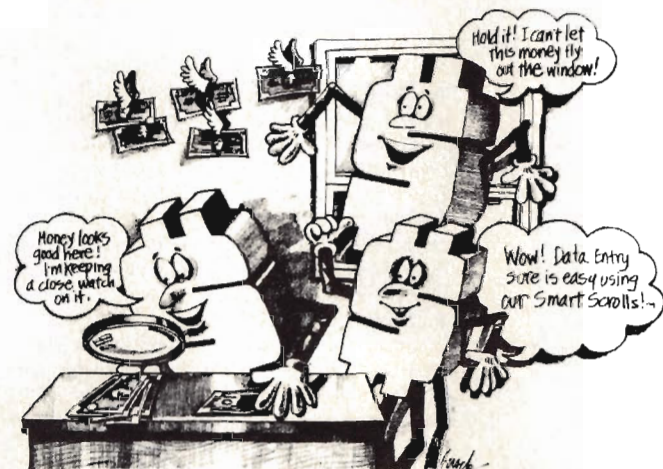
his flat-file manager is dBase-compatible and has 44 built-in mathematical functions that help build sophisticated custom reports. Database size is limited to disk space and memory. \$79.95 *Micro-Systems Software*

### Professional DataRetrieve

includes the features of DataRetrieve and adds powerful relational capabilities, mathematical calculations and an extensive programming language. Define relationships between different files (one-to-one, one-to-many, many-to-many) and then change relations without file reorganization. Includes an extensive programming language which includes more than 200 BASIC-like commands and functions and integrated program editor. Design custom user interfaces with pull-down menus, icon selection, window activation and more. Open and edit up to 8 files simultaneously; the size of your data fields, records and files are limited only by your memory and disk storage. Complete interrelation between files which can include IFF graphics. Requires 1 MEG of RAM. \$295.00 *Abacus Software*



## Meet a team of the friendliest financial organizers you'll ever run across.



When you want to manage your personal finances, Money Mentor goes a step beyond.

Plug Money Mentor into your Amiga and a virtual teamwork effort takes place in watching over every aspect of your personal finances.

The new "C" version of Money Mentor is the friendliest financial organizer obtainable today!

Now you can experience super-speed data entry, dazzling graphic output and an extremely friendly attitude!

### Smart Scrolls for speed.

Money Mentor has a truly unique system called *Smart Scrolls*, that handles a diversity of otherwise tedious data entry functions and clips along saving you up to 70% of your typing time. It's a *smart* addition to Money Mentor, that's why we call it *Smart Scrolls*.

### Money Mentor Features:

- Net Worth Statement
- 200 Budget Categories
- 30 Integrated Accounts such as Checking, Cash, Savings and Credit Cards
- Elaborate Search Routine allows editing of transactions according to your specific guidelines
- Automatic Check Printing
- Automatic Account Balancing
- Color Graphic Reports illustrating *actual vs. budgeted* amounts
- Over 50 Reports to choose from!

### What they're saying about us!

"Money Mentor has to be the nicest look and feel of any money manager package for home use that I have ever seen." — Amiga Sentry

"Money Mentor is an excellent product!"

— Amazing Computing

### Money Mentor is for everyone!

It does more than just keep your checkbook balanced. Money Mentor helps you manage your personal finances which is important to any family or individual.

With Money Mentor, you can be looking better financially.

Order Money Mentor today.

**Money Mentor sells  
for only \$95.95!**



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### Record Manager Information Base

Information storage and retrieval system. Easy to use, multiple sorts, search by criteria, print by criteria, mailing labels 1 or 2 across, number of records limited by disk space. \$99.95 *HC Software Australia*

### Softwood File II SG by Softwood Company

The only database manager that can combine data, pictures and sound in one file. Create real estate listings with floor plans, student yearbooks with pictures, foreign language dictionaries with pronunciation, etc. Requires Kickstart/Workbench 1.2 or above, 512K RAM, 1 disk drive, preferences-supported printer. \$99.95 *Brown-Wagb Publishing Inc.*

### Station Manager Tape Library Management

Manage your video and audio tape libraries easily. Tape Library Management provides great flexibility and look-up capabilities. \$295.00 *ACS Software*

### Superbase Personal

Powerful, easy-to-use data management system. \$79.95 *Precision Incorporated*

### Superbase Professional

Database management system for all Amigas. Fully relational. Programming language, graphic forms integration, more. \$299.95 *Precision Incorporated*

### Superbase Professional 3.0

A major upgrade to Superbase Professional for all Amiga 500, 1000 and 2000 computers. Among its many new features, version 3.0 now comes with telecommunications facilities, a more powerful forms editor and cross-file validation and lookup. Full data transfer activities are permitted, including support for XMODEM, XMODEM CRC and WXXMODEM protocols. With the addition of a REPLICATE function, define an area of the form relating to a business transaction, and then replicate that definition a number of times. As an added bonus, users of Superbase Professional 3 can now imbed program segments within a form for total flexibility when designing applications. Registered owners of earlier versions of Superbase may upgrade for just \$25.00. \$349.95 *Precision Software*

### •Finance•

#### AMT

Amortization and cost evaluation. \$39.99 *The Other Guys*

#### Investor's Advantage 2.0

Investment analysis tool for stock selection and market timing. Chart stocks, mutual funds, market indices, commodities and options. Utilize Individual Equity Studies and General Market indicators. Automatic downloading capabilities built in. Use the relative strength report to pick the best performers. Time your market entries and exits using the market barometers. \$99.95 *Software Advantage Consulting Corporation*  
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#### Money Mentor

Keep track of your pennies and your dollars will take care of themselves. Money Mentor harnesses the power of the Amiga to compute and graph clear reports of your financial situation. Money Mentor has a unique system called *Smart Scrolls* which will study previous transactions and remember details about them. Budget System: 200 categories/ Transaction System. \$95.95 *Sedona Software*  
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### INVESTOR'S ADVANTAGE

Let your Amiga give you the Advantage in making *better investment decisions!*

Color graphics of Individual Stocks and General Market Trends help you make more profit in this volatile market. High Low Close, Moving Averages, Centered Moving Averages, Volume, Relative Strength, Stochastics, Wilder's RSI, Cycles, Trend lines and Momentum. Powerful reports such as the Relative Strength Report help you pick the best performers. Use the Market Barometers to help you time your market entries. Update Stocks, Mutual Funds and Commodities manually or automatically. Easy to use communications included.

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#### PHASAR

Financial record-keeping program. Provides savings and loan analysis, budget reports, projects and prepares income taxes. Includes full documentation and help screens. \$99.95 *Antic Software*

#### Stock Broker

A stock trading system that performs cost averaging. \$39.95 *Acorn Of Indiana*

#### Take-Stock

Tracking program for stocks. Handles up to 100 stocks 365 days a year. Shows graphs of gains and losses; supports printers. \$49.95 *East/West Soft*

#### • Forms •

##### Phil A. Form

Allows you to use your Amiga and printer to complete virtually any business form easily, accurately, and efficiently. Space data fields out accurately on screen using a simple coordinate system. Perform math functions on data fields (adding a column and placing total in a specified field). Phil check makes sure

you didn't leave anything out or misplace items. Teach Phil to automatically do repetitive, monotonous tasks such as entering your name and address. Make your office or home more productive by making the drudgery of paperwork easier and less time-consuming. \$99.95 *MicroMaster, Inc.*

#### Top Form

Design and print professional looking forms for use with office or home. Import text or merge text files with forms. Fill in forms from the computer, or print first and fill in later. True print, not a graphics dump, so forms look clear and crisp. \$99.00 *Designing Minds, Inc.*

#### Form Action

Allows the user to create personalized business forms for filling in and printing. Makes for more efficient production. \$69.95 *Iconoclassic Software, Inc.*

#### • Integrated Programs •

##### Home Front™

Integrated home management package. Balance your checkbook and prepare taxes

with the accounting manager. Analyze investments and loans with the forecasting manager. Keep track of recipes and print shopping lists. Create address lists complete with important dates. Keep a current database of items in the home with the inventory manager. \$129.00 *Designing Minds, Inc.*

#### Home Office Advantage

The Advantage is a powerful, integrated spreadsheet, database and graphics package. The program includes all of the standard features of spreadsheets plus automatic recalculation, userdefinable functions, and an extensive library of statistical, financial and scientific functions. The Advantage fully supports AREXX. As well, the program effortlessly creates structured 2D and 3D charts and graphs that may be imported into Professional Page and Professional Draw retaining all color and fill pattern information. The charts and graphs can also be saved as bitmaps for use with any Amiga program supporting the IFF standard. The Advantage has user definable macros, extensive printer features supporting any preferences device including color dot matrix and inkjets for output of its graphics and formatted spreadsheets. Optimized screen updates allows you to zip through 4,8, and 16-color spreadsheets and graphs in high-res, interlace, and overscan. Available October, 1989. \$199.95 *Gold Disk Inc.*

#### LOGISTIK

Spreadsheet, database, time management and analysis in one package. \$149.95 *Precision Inc.*

#### Smart Money

Smart Money is designed with the power and performance inherent in business accounting products, but tailored for personal use. Includes a financial calculator. Determine what funds are available before you go shopping. Set aside the correct amount for vacation, retirement. A true double-entry accounting system capable of handling business transactions. Made simple enough to use at home. Accurate report printing. Use colorful graphs to get information at a glance. Forecast your spending and avoid potential trouble spots. Automatic bill paying. Automatic check writing. Bank and credit card reconciliations. Investments management. Retirement planning. \$79.95 *Sierra On-Line Inc.*

#### The Critic's Choice

Combines top word processor, spreadsheet, and database programs in one package. KindWords word processor integrates text and graphics and includes 100,000-word spellchecker, thesaurus, and mail merge. MaxiPlan 500 advanced spreadsheet offers powerful data analysis and impressive business graphics. Microfiche Filer database



stores text, numbers, and pictures in any combination, limited only by memory. Applications can be run simultaneously. Data is transferable between programs. \$249.95  
*The Disk Company*

## The Works! Platinum Edition

The Works! plus two. Upgraded version includes word processing module, telecommunications module, database module, spreadsheet module, sideways printing utility. Programs use common interface, 1 box, easy-to-use manual, and 3 non-copy-protected disks. One user-friendly manual, free technical support for registered users. Cut, copy, and paste between all modules. Comes on 3 copy-protected disks. Requires 512K. \$299.95 *Micro-Systems Software*

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## •Planning•

### Flow 2.0

Organizes thoughts and ideas to create sales reports, school papers, even novels. Plan business strategies and schedule appointments. Open several outlines simultaneously, cut and paste between them. Many applications. \$99.95 *New Horizons Software*

### NAG Plus 3.0

Scheduling assistant verbally reminds you in advance of regular or one-time event—up to 99 per year—then nags you about it. Fully memory-resident, runs in the background with other Amiga software, and synthesizes sounds using the Amiga voice and sound hardware. Enter events like birthdays one time, place them in the Perpetual Calendar, then edit these events up to two years in advance. Reminds you in any form you choose, computerized voice, or any one of 24 fully-adjustable and programmable bells and whistles. Also dials phone, generates reports, edits text, and provides on-line help and ARExx port. \$79.95 *Gamma Software*

### Phasar 3.0

Single-entry personal financial manager and organizer manages anyone's financial needs. Interactive accounts track and record personal revenue and expenses. Displays tax liability at any time; prepares individual tax forms and returns; and contains address organizer, desktop diary and appointment calendar. AI parser predicts input. Also features custom check printing, 130 income/expense categories, formatted reports, more. \$89.95 *Antic Software*

### Who! What! Where! When!

This desktop organizer keeps track of people, places and things to do. Remind options include voice, screen flash, sound effects or a

## Just the Facts...



- Fact:** WWW is a phone book, bulletin board, address book, calendar, appointment book, autodialer, and alarm clock.
- Fact:** WWW prints out address labels, appointments, phone numbers, things to do, and a monthly calendar.
- Fact:** WWW can cross reference, merge, share and lock your data.
- Fact:** WWW is fast and powerful, yet simple to use.
- Fact:** 9 out of 10 dentists surveyed recommend WWW for their patients who chew gum.



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**Who!  
What!  
When!  
Where!**

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bell. Supports ARExx. Prints out addresses, phone numbers, schedules, a calendar and mailing labels. Includes a phone directory, appointment book, things to do list, calendar, notepad, autodialer and alarm clock. Allows cross-referencing and 14 different owners with the ability to share between them.

\$79.95 *Blue Ribbon Bakery, Inc.*

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### WordPerfect Library

Helps organize appointments, notes, files, and programs. Includes calendar, notebook, calculator, file manager, program editor. \$129.00 *WordPerfect Corporation*

## •Statistical Analysis•

(see also Miscellaneous/Statistical Analysis)

### Business Statistics

Contains the statistical tools most likely to be used in a business setting. Coverage similar to that of Experimental Statistics, but with a concentration on experiments most applicable in a business ambience, 2k factorials, fractional factorials. \$145.00 *Lionheart Press, Inc.*

### Marketing Statistics

Includes data collection and sampling, tabulation and analysis of questionnaire data, forecasting procedures, more. Discusses market research experiments and provides programs to analyze variance of experimental data. Covers association techniques in detail, correlation analysis, multi-variate analysis, factor analysis, residual analysis, principal component analysis, more. Marketing techniques cover forecasting procedures and market auditing, critical path analysis helps prepare marketing plan. \$145.00 *Lionheart Press, Inc.*

### Project Master

Professional project management system. Graphic interface for designing sample projects. Enter, change and evaluate schedules, critical paths, labor costs and expenses. View and print GANT or PERT charts. Everything is multitasked. \$195.00 *Brown-Wagb Publishing Inc.*

### Quality Control and Industrial Experiments

Thorough coverage of the standard quality-control methods. All popular types of quality-control charts have been implemented (with



# \$ Business & Home Productivity

constant and variable sizes) and chart presentations conform to ASQC standards. Discusses statistical background of statistical quality control and all information related to chart preparation. Includes large section on the analysis of variance and experiment design. Topics and software cover traditional and more sophisticated quality-control methods. \$145.00 *Lionheart Press, Inc.*

## **Sales and Market Forecasting**

Attacks the problem of how to make a forecast, and what to do with it once it is made. Prepares demand analysis and generates a company time-series. Covers relating company time-series to more general business and economic time-series, developing forecast, and preparing a market audit from material generated in forecasting. Provides sources of business data and extensive base of about fifty yearly and monthly time-series obtained from U.S. Department of Commerce publications. Includes examples. \$145.00 *Lionheart Press, Inc.*

## **The Securities Analyst**

A stock charting and analysis program designed with the individual investor in mind. It permits the investor to chart any number of stocks over an extended period of time. Package includes: Moving Average, Performance, Point & Figure, Trailing Stops, Price Earnings Analysis and more. \$79.95 *Free Spirit Software*

## **•Spreadsheets•**

### **Analyze!**

An easy-to-use electronic spreadsheet featuring 44 built-in mathematical functions, a macro language, and graphs. Analyze! is capable of reading and writing Lotus.wks files. Full mouse and menu support; full keyboard shortcuts for all menu items; full clipboard support. \$99.95 *Micro-Systems Software*

### **B.E.S.T. Plan/TT**

A full-featured spreadsheet written for the Amiga on the Amiga. It contains Lotus import and export compatibility, ARexx compatibility, minimum cell recalculation, extensive, easy-to-use charting and graphing, database capability with Dataview display for real database-like screen viewing, Gantt charting, print preview, multiple open spreadsheets, cut and paste. \$149.95 *B.E.S.T. Inc.*

### **Haicalc**

Multitasking, multi-windowing spreadsheet. Simple operation, color graphics, more. Supports Intuition. All data files created with

icons to allow the user to manipulate both worksheet and text files under Workbench. All commands accessible from the menu. \$59.95 *Haitec Resources*

### **K-Spread 3**

Spreadsheet with 256 x 8192 matrix (depending on individual memory). Uses macros to utilize the GEM interface. Data interchangeable with K-Word 2 and K-Graph 3. \$179.95 *MichTron*

### **Maxi Plan 500**

Spreadsheet with many features including multiple user interfaces, linked spreadsheets, color, 2 chart styles, 75 built-in functions, database capabilities with sorts on any number of fields, and more. \$149.00 *OXXI Inc.*

### **Maxi Plan Plus**

All the features of MaxiPlan 500 plus a macro language facility to automate spreadsheet analysis. Includes over 95 functions plus an automated record mode for easy macro creation. Includes Step and Follow mode for first-time users. \$199.00 *OXXI Inc.*

### **Snip**

Object-oriented graphic spreadsheet/signal display and analysis program. Display up to 20 graphs on screen. Zoom points into high-res (2 point min.) windows. Custom interface. \$500.00 *Digital Dynamics*

### **Superplan**

Use the advantages of the Amiga for powerful spreadsheet operations. Pull-down menus, on-screen functions buttons or standard slash commands. Superplan's ARexx support allows for free exchange of data with other programs. Fully integrates with Superbase Professional. Spreadsheet dimensions stretch to 2048 rows by 1024 columns. Also provides full color output to a wide range of printers and plotters. \$149.95 *Precision Software*

### **Unicalc 1.1**

Electronic spreadsheet lets you enter, manipulate, and save information normally written on a multi-column ledger. Features 256 columns x 8192 rows, online help, multiple windows, multiple cell addresses, over 20 commands, over 10 arithmetic expressions, and over 30 algebraic and conditional expressions. Fully compatible with leading spreadsheets. \$49.95 *Lattice, Inc.*

### **VIP Professional Spreadsheet**

Helps you keep up with stocks and mutual funds on a weekly basis. Features database, color graphics, more. \$99.95 *ISD Marketing*

### **Templicity**

Consists of 60 spreadsheet templates for home and small business use, personal

finance, real estate, tax returns, loan analysis, home and business budgets, accounting, bookkeeping. For both novice and experienced spreadsheet users. Available for Analyze, Maxiplan, Superplan, and VIP Professional. Sold primarily by mail order with money-back guarantee. \$29.95 *The Sterling Connection*

## **•General•**

### **General Inventory System**

Keeps track of inventory levels and reorder list. Identify fast and slow movers, seasonal trends. Four cost levels, automatic sale flags, and multiple vendors. \$99.00 *Computerware*

### **Home Inventory Manager**

Keeps track of your insurance and personal possessions. \$29.95 *Sunsmile Software*

### **MicroLawyer**

Save on legal fees. A powerful software tool for corporate, business and personal use. Provides time-saving legal templates that act as a starting point for discussions with your lawyer. The legal forms produced will be formatted to allow your lawyer to quickly meet your legal needs. With your favorite word processor and the owner's manual, simply fill in the blanks like a paralegal! \$59.95 *Progressive Peripherals & Software*

### **Momentum Mail**

A ready-to-use mailing list manager. Can search by any criteria using powerful pattern matching. User definable label setup. Supports multiple mailing lists. Why fumble through hundred-page manuals and spend several hundred dollars. Ready for your mailing lists. \$29.95 *Micro Momentum, Inc.* Please see display ad page 4

### **The Computer Black Book**

For home or office. Stores names, addresses, and telephone numbers. Will speak, dial, print, and sort. \$35.95 *Meggido Enterprises*

### **Video Cataloger**

Keeps track of your video collection. \$29.95 *Sunsmile Software*

### **Zelda-A Print/Merge Report Generator**

Merges up to five data files at one time. Sends output to devices or files. Powerful commands provide complete control of output. Conditional text inclusion. User-defined defaults for data file values. User-defined string variables. User-defined numeric variables. Six powerful math functions. Works with all text editors, word processors, database and spreadsheets producing ASCII files. Over thirty output control variables, including bold, underline and italic. \$16.95 *The Computer Club Company*



# Word Processors



## BeckerText

Full-featured word processor which merges IFF graphics in your text. WYSIWYG formatting, hyphenation, spell-checking and more. \$150.00 *Abacus Software*

## DesignText

User-affectionate word processor with WYSIWYG and integrated Mail List Manager. Auto-backup, movable icons, integrated database. Create and edit outline, table of contents and index, spell check, math and sorting, mail labels, mails lists, mail merge and over 120 more menu items. Imports IFF graphics, Textcraft Scribble, and Word Perfect files. Special printer drivers maximize Dot-Matrix printing, background printing, on-line help screens, more. Also available in German, other languages to follow. \$129.00; Students and User Groups, \$79.00 *DesignTech Business System*

## Dynamic Word

Word processor. Speller, thesaurus, macros, on-line help. Multi-tasking and windowing supports multiple fonts, screen editing, table of contents, index generation, and more. Custom printer drivers and PostScript Laser printer support. \$199.95 *Microillusions*

## Excellence!

Online spell checker, grammar checker, hyphenation, thesaurus, table of contents generator, index generator, math columns, graphics mixed with text, multiple sized fonts, colors, PostScript laser support, and more. Runs on 512K RAM, but 1 MB recommended. \$299.95 *Micro-Systems Software*

## HomeWord Plus

HomeWord Plus is a word processor that expands as your needs expand. HomeWord Plus is flexible enough so that you can be up and running it within minutes. Beginners will enjoy the introductory tutorial that covers all the basics. Helpful on-screen menus alleviate the need to memorize commands. 80-column and 24-line screen display options. An integrated spelling checker that you can customize. Line spacing, margins, justification, and tab settings adjustable anywhere within the document. Automatic outlining using decimals, numbers (Arabic and Roman), letters and bullets. Underline and boldface type styles. Global search and replace. File linking and file merging. Installable on hard disk. Non-copyprotected, to allow convenient back-up of the program disks. And much more! \$69.95 *Sierra On-Line Inc.*

## KindWords

Word processor featuring 90,000 word spell check, color graphics environment, superfonts for high resolution printing. \$99.95 *The Disc Company*

## KindWords™ 2.0

Multi-featured word processor with fully integrated graphics environment to enable users to crop and manipulate image size in 16 colors within the word processing application. Offers the acclaimed Proximity/Merriam Webster Dictionary featuring a 100,000 word spelling corrector, and the Proximity/Webster Electronic Thesaurus that accepts over 40,000 words and offers 470,000 synonyms. The Thesaurus helps users find the right word by presenting a list of meanings for each query, along with synonyms, antonyms, related words and contrasted words. \$99.95 *The Disc Company*

## LPD Writer

Work on several projects at once with multiple windows. WYSIWYG display, zoom feature, suspend, multiple file editing, short cut commands, online help, footers, formatting, and text enhancements. \$59.95 *Digital Solutions, Inc.*

## Micro Text

Easy to use word processor with large choice of editing facilities. \$24.95 *Anco Software USA Inc.*

## Protext

Protext is a fully integrated word processing package, which combines the features of a word processor, text editor, and a command line interpreter all in one easy to use package. \$199.95 *MichTron*

## ProWrite 2.5

Word processor puts graphics in your documents with multiple fonts, styles and colors. Can use IFF graphics. Use all the Amiga's capabilities and WYSIWYG display. Print pictures and NLQ text with one pass through the printer. Adjustable page size and print merge are great for making mailing labels. Fast text entry will always keep up with typing speed. Spelling checker with 100,000 words allows both batch spelling checks and checking as you type. Enhanced intuitive interface. \$124.95 *New Horizons Software*

## Scribble! Platinum Edition

Incorporates all the features of The Works! word processing module. Includes 104,000 word spell checker with Scientific and

Technical supplements, a 470,000 word thesaurus. Also prints IFF graphics. \$149.95 *Micro-Systems Software*

## Talker

Full-function word processor with optional speech function lets you control speed, pitch, volume, tone and gender of the voice. Talks as you type; reads back single word to entire document. Multitasking, pull-down menus. \$49.95 *Finally Technologies*

## Textcraft Plus

Versatile word processing program features pull-down menus with full editing capabilities: choice of font style, formatting controls, automatic headers, footers, print merge, and on-line help. Includes nine ready-made forms for writing business letters, menus, resumes, reports, etc. Ideal multitasking program for any area of business. \$99.95 *Commodore Business Machines*

## TextPro

Easy to use, full of advanced features. Includes automatic hyphenation, more. Merge graphics, convert other word processor files. \$79.95 *Abacus Software*

## Thinker

Idea Processor combines a word processor, Hypertext and a hierarchical text processor. Can be used as a writing tool, a planning tool, or even a database. Easy to learn, with step by step tutorials. \$79.00 *Poor Person Software*

Please see display ad page 122

## Transcript

Incredibly fast writing/editing tool. The Transcript package consists of a concise main program and an even smaller version called TransSpell, a 90,000-word spelling checker that can work alongside Transcript or stand alone. Ten different ways to move the cursor provides easy access to text operations. Use the cursor keys alone or with SHIFT or ALT. All keyboard shortcuts are listed in the pull down menus. Automatically generates indexes and mail merging. \$69.95 *Gold Disk Inc.*

## VizaWrite Desktop

VizaWrite Desktop is a complete WYSISWYG package, with fast mail-merge, headers and footers, document history, and some desktop publishing features. Supports proportional and fixed-width fonts, giving instant pixel accuracy to margins, tabs, and justification. \$79.95 *Progressive Peripherals & Software*





# Word Processors

Use your Amiga word processor  
to inform others!

Write for

**Amazing** *For The Computer* **AMIGA**  
COMPUTING™  
Your Original AMIGA® Monthly Resource

Call today for your Writer's Guide

## WordPerfect 4.1

Word processor featuring 115,000 word spell checker, thesaurus, macros, math, multiple windows, multitasking, more. \$250.00  
*WordPerfect Corporation*

## Wordwright

PD word processor with integrated outliner, table of contents generator, mail merge, macros, orphan suppression, hanging indents, help screens, embedded calculations, headers, footers, access to the CLI, underlining, more. \$5.00  
*RTL Programming Aids*

## •For the Blind•

### WE Editor

An editor designed for use by the visually impaired. Supports printing using the PROFF formatting utility, or directly to the printer. WE has a line-oriented user interface that can easily be used by the blind. Spelling checker function included. \$49.95  
*Prairie Dock Software*

## •Word Processors/Integrated Software•

### Pen Pal by Softwood Company

Color WYSIWYG word processor, built-in database, form generator, with great user interface. Multiple fonts. Line/box/border drawing. Imports, resizes, crops any IFF or HAM pictures. Spelling checker with 100,000 word dictionary complement any powerful

WP features. The built-in database can be used for customer lists, student files, accounting, and more. Also sorts, selects and merges with your documents. Requires 1 MB RAM, 2 disk drives or hard disk, Preferences supported printer. \$149.95 *Brown-Wagh Publishing Inc.*

### The Works! Platinum Edition

The Works! plus two. Upgraded version includes word processing module, telecommunications module, database module, spreadsheet module, sideways printing utility. Programs use common interface, 1 box, easy-to-use manual, and 3 non-copy-protected disks. One user-friendly manual, free technical support for registered users. Cut, copy, and paste between all modules. Comes on 3 copy-protected disks. Requires 512K. \$299.95  
*Micro-Systems Software*  
Please see display ad rear cover

### Gold Spell 2.0

90,000 word dictionary, compatible with most word processors. Automatic guess, dictionary scan. Allows use of private dictionaries. \$44.95 *Gold Disk Inc.*

## •Spell Checkers•

### LexCheck

Includes 10,000 word spell check, allows multitasking. Works with ProWrite, VisaWrite, Textcraft, Scribble and many others. \$29.95  
*CDA Inc.*

### Nancy

Spelling checker works with many popular Amiga word processors, or checks documents

alone. Over 120,000 words, user dictionary. \$49.95 *Finally Technologies*

### Nancy-A

Spelling Checker and Corrector Largest computer dictionary available. Over 200,000 words. Learns your mistakes and corrects them automatically. Remembers corrections and typos between executions. Works with all text editors, Word processors, database and spreadsheets producing ASCII files. Skips and remembers intentionally misspelled words. Suggests and corrects spellings. Supports Amiga speech, if so desired. Works interactively or unattended. Automatically backs up original files. Dictionary may be enhanced by user. \$16.96  
*The Computer Club Company*

### Promise

95,000 multitasking word spell checker with spell help, punctuation. \$49.99  
*The Other Guys*

### ZING!

Spell Lets you check and correct your spelling as you type. \$79.95 *Meridian Software Inc.*

## •Text Editors•

### TextEd

Easy-to-use, fast text editor. \$39.95  
*Microsmiths Inc.*

### TextEd Plus

Text editor plus FastFonts, FunKeys, ARP, ARexx, and BlitzDisk. \$79.95 *Microsmiths Inc.*

## •Utilities•

### ProScript

Translates files created with ProWrite into PostScript. Files can be printed on a PostScript-compatible printer or saved as a file to be printed later. Other features allow the user to reduce or enlarge the printout, choose the paper size, mailmerge documents, and control the number of gray shades used for graphics. \$49.95 *New Horizons Software*

### Reason

Analyzes writing style and readability, proofreads spelling, diction, and punctuation, then suggests improvements. \$395.00  
*The Other Guys*

### Flow 2.0

Idea processor helps you organize your thoughts. Built-in outliner gives you major heading with multiple layers of sub-heads and sub-text paragraphs available. Lets you jot down an outline, rearrange or reprioritize by dragging the highlighted heading to where you want it to go. \$99.95  
*New Horizons Software*



# Programming



## AC/BASIC 1.3

Compatible with AmigaBASIC interpreter. Increases execution speed, includes structured programming features. \$195.00 *Absoft Corp.*

## AC/FORTRAN

ANSI FORTRAN 77 compiler, interactive debugger. Includes IEEE math, VAX and FORTRAN 8X extension, much more. 300 pp. manual. \$295.00 *Absoft Corp.*

## AiRT

Icon-based programming language designed for non-programmers. Allows programmer to create usable program by simply selecting a series of pictures. Disk includes the AiRT editor, compiler, forms editor, runtime support program, print utility, template drawer, one working example, and a 65-page manual. Over 90 icons in package. \$64.95 *PDJ Software*

## AmigaDOS C Development System 5.0

Complete programming environment with Lattice C Compiler, Compiler Companion, LSE (screen editor), and Metadigm MetaScope Debugger. Includes global optimizer, assembler, Blink overlay linker, disassembler, comprehensive documentation and more. 300.00 *Lattice, Inc.*

## APL 68000

Optimized Assembler based APL interpreter. Features speech and sound synthesis, more. \$99.00 *Spencer Organization, Inc.*

## ARexx

Implementation of REXX, a high-level language especially suited for string manipulations and as a macro processor. \$49.95 *William S. Hawes*

## AssemPro

Kit for developing machine language/assembler programs. Write professional-quality programs. \$99.95 *Abacus Software*

## Autogram C

Automatically writes C language programs. Suitable for home or professional use (2 disks). \$149.95 *Lee Software*

## Avocet 68000 Family Assembler

For 680X0 embedded-system software development. Supports entire 68000 family including 68030 and 68882. Motorola compatible. Includes macro assembler, linker, symbol report generator, object librarian, disassembler, hex file utilities for burning eproms. Source code is available. \$750.00 *Avocet Systems, Inc.*

## Aztec C68k/Am-p-Professional System

Includes Aztec Shell, Compiler, Macro Assembler, Overlay Linker, Librarian, Run Time Libraries, Profiler, Portable C Library Interface. \$199.00 *Manx Software Systems*

## Aztec CC68k/Am-d Developer System

Includes Aztec Shell, Compiler, 68000 Macro Assembler, Overlay Linker, Librarian, Run Time Libraries, Profiler, Portable C library Interface, and the UniTools utilities: z (vi editor), make, diff, and grep. \$299.00 *Manx Software Systems*

## Benchmark Modula-2

Integrated compiler, linker, and EMACS editor. Compiles at 10,000 lines per minute with burst speeds of up to 30,000 lines/minute. Libraries support AmigaDOS, Intuition, Excel, and Modula-2. 700 pages of documentation. Many demonstration programs. \$199.95 introductory price. *Avant-Garde Software*

## C++ Compiler

Object-oriented programming lets you produce more reliable programs with less effort. \$300.00 *Lattice, Inc.*

## C.A.P.E. 68K

The Complete Assembler Programming Environment, CAPE is a Metcomco compatible 68000/68010 assembler with integrated editor, pre-compiled included, and extensive ARexx support. C.A.P.E. also features outstanding optimizations and a large number of powerful directives. The new V2.5 release will include a new smaller, faster linker, a profiler, and a vast improvement in assembly speed. Written by Wesley Howe. \$89.95 *Inovatronics, Inc.*

## Developer System with Source Debugger and Library Source

The complete Developer System combined with Source Level Debugger and Library Source all for one price. \$724.00 *Manx Software Systems*

## Devpac Amiga 2.0

Powerful assembly language development system for the Amiga incorporates an integrated editor/assembler/debugger, a stand alone assembler and debugger, and a fast linker. Assembles source files at 70,000 lines / minute. Runs under Intuition and allows control by menu selection or keyboard commands. Requires 512K, one disk drive, and Kickstart 1.2. 68010/20/30 compatible. \$99.95 *MichTron*

## DSM

MC68000 disassembler generates Assembly language source code listings for almost any Amiga program. Assembly listings produced by DSM are fully compatible with Assem. \$67.50 *OTG Software*

## EXTEND

An extension of AmigaBASIC with 50 new BASIC commands and many features. An AmigaBASIC extension which offers 68 new commands! Complete IFF picture and sound support. True Intuition gadgets, requesters, submenus, etc. \$39.95 *Sunsmile Software*  
Please see display ad page 115

## F-Basic 2.0

Enhanced BASIC language system upgraded by added animation, IFF files, icons and more. Supports extensive control structures, recursive subprograms, global variables, extended integer variables, fast 9 digit real numbers, and text variables. Also record structures and pointers, high level access to graphics, sound, menus, the ROM Kernel, and more. Sold together with the SLDB for \$149.95; alone \$89.95 *Delphi Noetic Systems, Inc.*

## FASM65

6502 cross assembler. \$39.95 *RockLogic*

## FASM68

6809 cross assembler. \$49.95 *RockLogic*

## FASM85

8085 cross assembler. \$39.95 *RockLogic*

## FORTRAN/O2O

All the features of AC/FORTRAN. Generates code for 68020 CPU and 68881 FPU (in-line). Runs on standard Amiga, works with most 68020/68881 upgrades. \$495.00 *Absoft Corp.*

## GFA BASIC 3.0

The fastest selling BASIC for the Atari ST and MEGA computers has come to the Amiga. With GFA BASIC, you don't have to figure out Hex, binary, or how your computer works at the component level. \$99.95 *Antic Software*

## HiSoft BASIC

Professional Fast, easy to use BASIC Compiler conforms to Microsoft™ BASIC. Turn BASIC programs into 68000 machine code, stand alone, ready to run programs. Compiler accepts standard ASCII source files. \$159.95 *MichTron*

## JForth Professional 2.0

Interactive programming Environment language. 32 bit Forth generates 68000 machine code for faster execution. Simple





# Programming

and complete interface to Amiga internals. Includes 2 assemblers, disassembler, object oriented dialect. Version 2.0 has target compiler, hashing, debugger. \$179.95  
*Delta Research*

## Amiga Logo

Amiga Logo takes advantage of the Amiga's speed, sound and graphics capabilities. Included in the manual and on the disk are several examples of the power of Amiga Logo. Features include up to 32 colors and 4 selectable screen resolutions, Interactive, discovery-oriented environment using mouse driven pull-down menus, Programmable and freehand graphics from either simple commands or by using the mouse, and Advanced list and symbol processing. Amiga Logo also contains the basic vocabulary and commands found in the popular Logo textbooks, and its' windowing system allows for full screen or split screen editing using an adjustable edit window. Dutch, French, Italian, German and Spanish translations are in the development process. The English version is available now. \$99.95  
*Commodore Business Machines*

## M2Sprint

A Modula-2 development system for the Amiga. Each component has been designed to be fully integrated into the Amiga's operating system features. The Editor can load and keep resident the Compiler and Linker allowing extremely fast and efficient program development. Runs from the editor, CLI, Workbench or ARexx. Only shipped by its authors. Demo disks available by writing to M2S, Inc. \$385.00+\$S&H M2S, Inc.

## Macro Assembler

Macro assembler supports full motorola instruction set. Includes Linker, libraries and manual. Many directives, external references, conditional assembly, fully formatted listings and long variable names and 32-bit expressions, cross reference listings and more. \$99.95 *Metacomco*

## Multi-Forth

Interactive programming environment features local multitasking, AmigaDOS and Intuition support, assembler, turnkey compiler (royalty free), complete set of include files, link to C and other libraries. Very fast code, extensive documentation. On-line public forum on CompuServe (GO FORTH). Optional power windows system allows window, menu, and gadget creation and custom screen generation. Special \$79.95 price for Multi-Forth clients. \$99.00  
*Creative Solutions, Inc.*

## PDQ Pascal/Getting Started with USD Pascal

UCSD Pascal designed for the beginner. Comes with tutorial-style guide that makes

learning good programming easy and fun. Complete with the power system. When you're ready, you can upgrade from PDQ to UCSD Pascal. Even if you've never programmed before, you'll soon be writing interesting programs. \$69.95  
*Pecan Software Systems, Inc.*

## Power System-BASIC

BASIC compiler runs faster, takes less memory than interpreted BASIC. Native code generation, IF/THEN/ELSE structured Programming constructs, ON/GOSUB, selected subroutine calls, PRINT USING and DISPLAY USING output commands, standardized random access files, unlimited array dimensions, user-definable multiple statement functions, disk-stored virtual arrays and much more. \$99.95  
*Pecan Software Systems, Inc.*

## Power System-Fortran-77

ANSI-77 FORTRAN implementation supports structured programming and improved character types. Use extensive libraries of FORTRAN programs. Native code generation, IF/THEN/ELSE structured programming constructs, COMPLEX data type, built-in character types, all FORTRAN numeric intrinsics, standardized random access files, interactive I/O list-directed I/O, separate routine compilation, segmentation feature, cross reference generator, dynamic memory allocation and much more. \$99.95  
*Pecan Software Systems, Inc.*

## Power System-Modula-2

Includes standard extensions for real-time programming, the module concept, improved syntax, and multi-processing facilities. Native code generation, fast compilation, compact code files, separate module compilation segmentation feature and much more. \$99.95  
*Pecan Software Systems, Inc.*

## Power System-UCSD Pascal

Complete programming system with many features. Separate and conditional compilation, nested Include files, string data type, extensive string manipulation routines. Extended precision integer arithmetic, sets of up to 4080 elements. Standard Pascal I/O, random access files, procedural parameters and more. \$99.95  
*Pecan Software Systems, Inc.*

## PRO-ASM-6809

Macro-assembler for the 6809 family generates relocatable object code modules linkable to any execution address. \$85.00  
*Prolific, Inc.*

## PRO-ASM-8051

Macro-assembler for the 8051 family generates relocatable object code modules linkable to any execution address. \$85.00  
*Prolific, Inc.*

## PRO-ASM-8085

Macro-assembler for the 8085 family generates relocatable object code modules linkable to any execution address. \$85.00  
*Prolific, Inc.*

## PRO-ASM-Z80

Macro-assembler for the Z80 family generates relocatable object code modules linkable to any execution address. \$85.00  
*Prolific, Inc.*

## Quelo 68000 Family Assembler

Now supports 68030 and 68882. Includes macro assembler, symbol report generator, linker/locator, object librarian, disassembler, HEX file utility. \$750.00  
*Manx Software Systems*

## Quelo 68000 Family Assembler

Full source Code Full source code for the 68000 Family Assembler. \$5500.00  
*Manx Software Systems*

## Quelo 68000 Family Assembler

Minimal Source Code Minimal Source code for the Quelo 6800 Assembler. \$3500.00  
*Manx Software Systems*

## Quelo 68000/68010/68020 Cross Assembler Package

Assembler for cross developers. Also supports the 68881 and 68851, co-processor chips. \$750.00  
*Quelo, Inc.*

## True BASIC Language System

Structured, easy to use language, features: compiler, editor, and debugging tools. Floating point math, support for large dynamic arrays, and built-in syntax for matrix Algebra. Simplifies graphics, and lets you coordinate schemes and color palettes. Plot entire arrays with a single statement; apply built-in transforms; use the 3D Graphics Library to put depth into the graphics. \$99.95  
*True BASIC, Inc.*

## •Graphics Programming•

### Analytic Art

Mathematically produce drawings easily. Six programs, three fractal generators for Mandelbrots, Julia sets, Henon plots, and Siepinski gaskets. Three post-processing programs. The spheres program maps pictures on spheres. 3D program puts art into 3D with optional color driven Z heights. The Galley lets you add special effects like color animation, color evolution, and more. Six programs in all. Includes documentation. \$59.95  
*Crystal Rose Software*

### HAMandel 2.0

This powerful fractal exploration program, alone, generates Mandelbrot Set and Julia Set images in up to 256 colors. Magnify up to 10





trillion times. All images are HAM mode, compatible with other HAM art programs. All Assembly language with 68020 support. Combined with the AutoMAG module, create professional quality zoom fractal animations, sequences of up to 100 Mandelbrot Set images with fixed magnification of 6.66%. All images are compatible with IFF. HAMandel and AutoMag demo disks available for \$5.00 each. For registered HAMandel users AutoMAG alone is \$20.00 plus 1.25 shipping. \$39.95; with AutoMAG, \$59.95 *MegageM*

## True BASIC 3D Graphics

Create 3D graphics with True BASIC 3D graphics and the True BASIC language system. Supports perspective and parallel views, arbitrary oblique projections, cabinet, and cavalier projections, circles, rectangles, grids, polygons, text plotting, contour plots. Also provides animation tools. \$69.95 *True BASIC, Inc.*

## 3D Graphics

Allows you to plot a 3D function, or write your own CAD program. Includes routines for perspective and parallel projections. \$69.95 *True BASIC, Inc.*

## •Text Editors•

### ANSIEd V1.2

Screen File Editor with a standard Intuition interface. Quick and easy editing of 22 lines of ANSI-style text and graphics using the mouse and menus or hot-key selections for most menu items. Supports the standard ANSI color set and text styles in any mix. Easy access to foreground/background color selection, freehand and box filled/unfilled drawing tools from a fast menu bar. Special support for handling IBM-style ANSI files once on an Amiga format disk for Bridgecard owners. \$20.00 *Second Sight*

### CygnusEd Professional 2.0

Impressive editing tool for the Amiga. Features turbo scrolling, easy to use macros and keyboard shortcuts. Lines or blocks can be deleted or undeleted, paragraph formatting, automatic word wrap. Up to ten files can be displayed at one time to edit, cut and paste. Fastest programmer's editor available. Full AReXX interface. Automatic saving and even recovers data from most system crashes so you will never lose an edit session if some one else Gurus. \$99.95 *ASDG Inc.*

### Professional Text Engine

Programmable, multi-file text editor. User definable keys, mouse buttons, menus. Built-in programming language. \$79.95 *Zirkonics Corp.*

## •Tutorial•

### AmigaDOS V1.3

Native Developer Update (November, 1988). A four disk set for the native Amiga developer. The following files are contained on the disk; Include 1.3; Commented C and Assembler Include files; Include.strip 1.3; stripped Include files, 1.3 startups, Alink, Amiga.lib, debug.lib ddebug.lib, atom, LVO offset lists and more; Autodocs 1.3; 1.3 autodocs summarize library, resource, and device calls; Readme 1.3; Readme files and sample 1.3 printer driver sources. \$20.00 *Commodore Business Machines*

### C128 Developer's Package (October, 1987)

Spiral bound manual and two disks. Includes ED128 ( Full Screen Editor), HCD65 Macro Assembler, C128 Object File Loader, Explanation of C128 ROM Differences, C64 Tools (Sprite Editor, Character Editor and Sound Editor), Fast Loads for the C64, RAM Expansion Code, 1351 Mouse Drivers, 1571 and 1581 Burst Loads, and BASIC 7.0 Math. \$50.00 *Commodore Business Machines*

## The ToolCaddy

An extensive on-line tutorial on How To Program The Amiga In Assembly language. Features seven step-by-step lessons, 18 source files, 21 executable utilities, suggested disk set-up, assembly-linking techniques, and much more. \$29.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Functions

On-line programming help for ALL of the system Function Calls. Features sample Assembly Source code for EACH function that may be used for cut and paste into your own source file. \$19.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Mnemonics

On-line programming help for ALL of the Motorola MC68XXX Instruction sets (Mnemonics). This includes the MC68000, MC68010, MC68020, and MC68881. Features a General Information Section covering the AmigaDOS Commands, Hardware Registers, and much more. \$19.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Structures

On-line programming help for ALL of the system structures. Features sample Assembly Source code for EACH structure that may be

NEW  
&  
IMPROVED!

You just have to check out..

# EXTEND

NEW  
&  
IMPROVED!

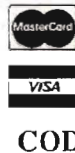
It is *the* ultimate programming utility for BASIC !!!

EXTEND extends you 68 NEW and exciting commands!

Offers you *complete* control of all those hard-to-program functions the Amiga offers like:

- ☛ IFF picture support (both LOADING & SAVING!)
- ☛ IFF sound loading/playing!
- ☛ Complete gadget support, char. input, point & click, etc.!
- ☛ Total sub-menu support (polling, mutual exclusion, etc.!!)
- ☛ Complete system/requester support!
- ☛ Picture bitmap scrolling commands!
- ☛ Plus much, much more... too many commands to list!!

EXTEND is a standard Amiga library just like EXEC, DOS, GRAPHICS, etc. In fact, with just one easy LIBRARY statement in your program, you get access to all libraries, not just EXTEND! Also, EXTEND is 100% compatible with all BASIC compilers so you can create professional, marketable, programs!



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# Programming

used for cut and paste into your own source file. A separate disk contains the official Amiga INCLUDE V1.3 files, both the I and H files are provided. \$19.95

*The ToolCaddy Works*

## •Utilities•

### Advanced String Library

Tools and routines for the True BASIC language system. Features includes expression scanning, associative memories, text manipulation to fill and justify text, pattern matching, expression scanning character-set matching, text conversion for English and Roman numerals. Also includes 38,000 word English dictionary. \$69.95

*True BASIC, Inc.*

### AmigaView 2.0

AmigaView is an object oriented, C language, Intuition front-end interface that provides 100 easy-to-use routines and macros. Greatly reduces programming time and code for professional applications development. Works with MANX or LATTICE. \$79.95

*ACDA Corporation*

Please see display ad page 155

### Aztec C68K/Am 3.6

Translates programs written in C into executable machine code. Features Manx Axtex source level debugger, UNIX utilities, math support libraries for 68881 and Manx IEEE emulation. more. \$199

*Manx Software Systems*

### C Language Library

Add-on library product for Benchmark Modula-2. All standard C language library functions are implemented for use in Modula-2. 99.95

*Avant-Garde Software*

### C Toolkit

Collection of over 200 powerful C functions that compile and link with C programs. Perform tasks ranging from memory management to floating point manipulation. Startup sheets with step-by-step instructions help Lattice and Manx C users get started fast. Includes 274-page manual containing a separate UNIX-style description and source code for every C toolkit function. \$39.95

*Software Ingenuity*

### CBTREE

Simple but powerful program interface to all B+tree operations. Includes 70 p. manual, examples, and sample programs on disk.

\$99.00 *Peacock Systems, Inc.*

### Compiler Companion 1.0

Ten utilities designed to enhance the productivity of Amiga programmers. Extract file names from directories; build command files; generate cross referencing of C source

files; locate files by attributes and more. Can be used with any programming language.

\$100.00 *Lattice, Inc.*

### ConMan

Replacement console handler that provides line editing and command history. Shareware, V.1.1. \$10 suggested contribution.

*William S. Hawes*

### Developer's Toolkit

Collection of machine-specific routines that facilitate access to ROM and other special Amiga features. Also includes access to Intuition. \$69.95

*True BASIC, Inc.*

### F-Basic System Source Level Debugger

The SLDB functions in a fully windowed Intuition interface, and allows the user to debug F-Basic programs at the SOURCE level. Some features include viewing and altering the 68000 registers, memory, and variables, arrays, and records by name. A full featured reverse assembler is also included. Contains powerful features like pointers, recursion, and pattern matching to satisfy advanced programmers, yet is easy for beginners to learn. \$60.00

*Delphi Noetic Systems, Inc.*

### IFF and Image Resource Library

Add-on library product for Benchmark Modula-2. Functions for reading and writing IFF files. Tool for attaching IFF images to an executable file. Images can be accessed at run time as resources from the Modula-2 program. \$99.95

*Avant-Garde Software*

### IFFM2 V1.0

IFF Support Module for Interface Technologies M2Amiga Modula-2 programming language. Read and write current IFF standard ILBM (InterLeaved BitMap) graphics files using basic routines. Two sample programs, VewILBM (displayer) and GrabILBM (screen saver) are included to demonstrate use of the routines. Updates will include support for handling 8SVX (8-bit sampled voice-digitized sounds), SMUS (Simple MUSIC-music scores), and ANIM (the most popular animation storage format) files with more to come. \$30.00

*Second Sight*

### InovaTools 2

InovaTools 2 is a series of frequently used Assembly language routines, written by Wesley Howe, designed to get novice assembler programmers up to maximize proficiency in the minimum amount of time. These include routines to open or close a console device, an ARexx port, a file, print character, line, or hex/dec number, read from/write to file, load file into memory, and many more. Source code is included. By Wesley Howe. Available September 1989.

\$79.95 *Inovatronics, Inc.*

### InovaTools 1

InovaTools 1 was designed to increase programmers' interface construct options beyond those of Intuition. Included are function definitions (in linkable C or system library format) for the following: Drag Gadgets (Intuition-tupe gadgets that can be moved around a display), Knob Gadgets (Analog-type circular knobs), Pop-Up menus (which can be placed anywhere in a display), and over forty other useful routines. Written by Todor Fay. \$79.95

*Inovatronics, Inc.*

### Key to C

Library of functions written in C, compiled with Lattice V3.03. Includes all source code and documented on disk. 64-page reference manual. Also includes three utility programs. \$34.95

*Data Research Processing, Inc*

### Lattice Communications Library

The library supports AmigaDOS environments with a full set of functions for XMODEM, YMODEM, KERMIT, and ASCII protocols. Communications Library gives programmers the ability to select, open, and close a communications port; set baud rate, data bits, parity, stop bits, and buffer size; and send and receive characters from the communications port. Other functions dial and hang up the telephone; reset the modem; set automatic answering; send and receive files using ASCII, XMODEM, YMODEM, or KERMIT error-checking protocols; and display the progress of file transfers. \$250.00

*Lattice, Inc.*

### LDebug 2.1

A debugger supporting Benchmark Modula-2, C.A.P.E. 68k assembler, and the Lattice AmigaDOS C compiler. Allows you to view source as it executes. Trace by source line, or by MC68000 instruction. Set breakpoints in multiple source modules or by clicking on a line of source code. Disassemble a source line by double clicking on it. \$49.50

*LogiComp Software*

### Library Source

Includes the original Assembly and C source to all routines in the Aztec RunTime Libraries. \$300.00

*Manx Software Systems*

### Lint for the Amiga

Finds errors, bugs, and inconsistencies your compiler working on one module at a time, will miss. Supports K&R C language and ANSI C extensions. Finds inconsistent declarations, argument/parameter mismatches, uninitialized unaccessed variables, unreferenced variables, suspicious macros, indentation, more. All errors can be turned off individually or globally. Includes user-modifiable library description files for the Lattice and Aztec compilers. \$98.00

*Gimpel Software*





## MCC PASCAL

Single-pass ISO compiler features separate compilation, random access, reset/rewrite, Include, External, text editor, full cross reference listings. \$99.95 *Metacomco*

## Metacomco Shell

Command line interpreter with many features including command line history, command line editor, aliases, variables and push and pop directories. \$69.95 *Metacomco*

## Metacomco Toolkit

Many program development utilities including pipes, make, AUX CLI, librarian, disassembler, Enlarge, browse and pack/unpack. \$49.95 *Metacomco*

## MetaScope: The Debugger

An application program debugger that provides a multi-window environment for you to observe and control the execution of your application program. It gives you sophisticated breakpoint and trace capabilities, full symbolic support, a direct to memory assembler, and much more. \$95.00 *Metadigm, Inc.*

## Power Windows 2.5

A development tool that allows a programmer to interactively design a user interface (with menus, gadgets, custom screens and multiple windows) using simple menu commands and mouse movements. Once the design is complete, PW generates the source code to duplicate the designed window. Install the PW generated code in your original program and —\*ZAP\*— instant interface! PW generates code in popular versions of C, FORTH Modula-2, BASIC, as well as MC68000 Assembler (the language in which PW was written). \$89.95 *Inovatronics, Inc.*

## Power Windows for Benchmark Modula-2, V2.5

Add-on product for Benchmark Modula-2. Create screens, windows, menus, gadgets and other Intuition structures. Source code generated automatically. \$99.95 *Avant-Garde Software*

## Screen Editor 1.1

Customize any keystroke, prompt, menu, help message. Multi-window environment, keyboard macros. Three Assembly language input modes, wrap-around word mode, C error tracking mode and two levels of on-line help. \$100.00 *Lattice, Inc.*

## Simplified Amiga Library

Add-on library product for Benchmark Modula-2. Functions simplify creation of Intuition screens, windows, gadgets and menus. Only one line of source to create any

of them. Functions for double-buffered animation, bobs, sprites, speech, console and device. \$99.95 *Avant-Garde Software*

## Smart Fields

Powerful replacement for Intuition string gadgets. Simulates minicomputer input fields but fully utilizes Amiga graphic capabilities, allowing you to simultaneously specify titles, borders, and images. Uses compile-time library of C functions that link with Lattice or C programs. Handles all input editing and mouse cursor placement. Toggles between insert and typeover mode and allows full access to console keys. All field processing is transparent to the application. \$39.95 *Software Ingenuity*

## Software From Hell

Software routines, libraries, and utilities for Amiga programmers. Includes all Open/Close individual/specific/stereo channels, Start/Stop/Flush/Reset audio channels, Play/Notes, Frequencies, Sampled Sound effects, Read IFF 8SVX sound effect files (many sound effects included in package!) Also includes Accurate time delays using Amiga hardware timers, Track positioning, Brush memory management, Direct BLITTER access routines and Convert brushes to sprites. All source included with examples. All C source has been run thru Lint for maximum portability among different compilers. Libraries provided in Manx Aztec C format. \$69.95 *Conceptually Advanced Technologies*

## Software ToolKit

Manual and disk set which includes several utilities to assist developers with Amiga programming. WACK, Memacs, Debug, Keytoy, etc \$25.00 *Commodore Business Machines*

## Source Level Debugger (SDB)

Interactive source level debugger designed for fast response and ease in debugging. SDB lets user display all function action names; display values of passed parameters; examine values from any active function; customize the debugging environment with reusable command macros and procedures; use function or line-by-line tracing; set breakpoints by lines functions or variables; see actual C source as it executes; and more. Windows display C source and command output separately with a third window for entering commands. \$125.00 *Manx Software Systems*

## Source Level Debugger and Tools

Add-on product for Benchmark Modula-2. Interactive mouse driven source level debugger, a post-mortem debugger, execution profiler, source formatter, and other advanced programming tools. \$99.95 *Avant-Garde Software*

## T.A.S.A. (The Amiga Structure Automator)

Designs multiple screens, windows, gadgets, images, image data, sprites, borders, text and more, then produces the Clangvange structures for them. Can decipher structures for future editing. Reads in IFF, generates hexadecimal data for IFF brushes. Requires 1 Mb of RAM. \$54.95 *Future Computer Applications*

## TASS (Thut Application Support System)

TASS lets application developers build an interface for the end user that implements ARexx macros for use with the growing number of commercial software packages now supporting ARexx. TASS is a developmental tool allowing programmers to shorten the development time needed to write programs. Features include standard directory requester, color, font, string/integer, and standard boolean/error requesters. Text display utility, screen grabber, image and Anim Display utility, image and Anim processing and Anim file creation. \$99.95 *Mindware International*

## True BASIC Sorting and Searching

Fourteen optimized subroutines for string and numeric sorting. Allows case-blind, multikey, bubble, selection, heap sorts, and other customized comparison routines. Includes in-place quick sort and binary search routines. Includes the source. \$69.95 *True BASIC, Inc.*

## True BASIC—Programs and Subroutines

Learn to simplify and modularize your programs. By Craig. \$16.95 *True BASIC, Inc.*

## Re Source

Re Source is an intelligent interactive disassembler for Amiga programmers. It is written entirely in assembly language. This is the most powerful disassembler available on any personal computer. There are over 700 menu functions. If you're serious about disassembly code, look no further. \$75.00 *The Puzzle Factory*

## •Video Programming•

### MediaPhile Programmer's Toolkit

Linked with the MediaPhile Infrared controller, the Programmer's Toolkit gives software and system developers interactive control of video decks, laser and compact disk players, and other infrared controllable devices from Amiga™ computers. Supplied as standard AmigaDOS shareable library. Callable from any compiled language and from BASIC. The Toolkit Library includes an ARexx query entry point allowing full access to library functions from ARexx programs and hosts. Source for several example programs. \$149.00 *Interactive MicroSystems, Inc.*



# Utilities



## CLI-Fonts

Provides alternate font styles and sizes for the CLI and Workbench displays to replace the built-in Topaz font. Various fonts are provided with sizes from 60 to 106 characters per line. Will accept fonts built using the standard Amiga font editor, Fed. Transparent operation means compatibility with most software including text editors. Amiga 500, 1000, 2000. AmigaDOS 1.2, 1.3. Free updates. \$34.95 *Eraware*

## AccelerDisk

his utility installs a bootable Fast File System onto floppies. Unlike other attempts to put FFS onto floppies, AccelerDisk provides consistent, reliable performance, and can be used on DFO to boot up. Increases storage capacity, and increases disk access speed as much as five times. \$29.95 \$49.95 with source *MJ Systems*

See display ad page 126

## Ami.. Alignment System

This program allows user to evaluate 3.5 disk drive alignment, speed, read-write performance and other characteristics. All to frequently, users encounter error messages related to the disk drive. This program provides a means of diagnosing and correcting the problem. \$49.95 *Free Spirit Software*

## Amiga Multi-User Software

Allows the Amiga to serve multiple terminals with more than one window per terminal. Runs text only CLI programs from the terminals. Multi-user database software available. \$120.00 *Conceptual Computing*

## AmigaDOS Toolbox

A collection of essential, powerful and easy to use software tools combined in a single package for the user who wants to improve the performance of their computers. Package features following tools plus many more advantages: A screen grabber deluxe, DeepCopy, data speedup utility, also receive a copy of AmigaDOS Quick Reference Guide. \$59.95 *Abacus Software*

## AutoKick

Modify A1000 Kickstart disks to use any floppy to boot from. Software autoconfig contiguous blocks of fastmem, increase available chip RAM. Install a font of your choice in place of Topaz-8 font provided on Kickstart. Install code to prevent the spread of any viruses. Reduce the annoying click from empty drives. Speed up floppy operation. Full intuition interface, all operations selectable from gadgets. Runs from CLI or Workbench. Coded in 68000 Assembler. \$29.95 *DigiSoft*

## B.A.D.

How many times have you grumbled while waiting for windows to open? Do you find it an annoyance that directory access is exceedingly slow for such an advanced computer such as the Amiga? The answer to all your woes is here with B.A.D. B.A.D. is no memory hogging cache based system-all disks are processed so that no ram caching is required to enjoy fast access times! No tricks or incompatible formats are used as B.A.D. only uses AmigaDOS formats. The results? An identical disk to the original, with very impressive performance. B.A.D. may be used on any floppy disk or hard drive, with automatic detection of the file system in use. This includes hard drives that have been installed using the standard file system or the FastFileSystem. Also included on the program disk are a handy disk drive cleaning program and program to seek out and fix those annoying checksum errors that constantly occur. \$49.95 *Centaur Software, Inc.*

## DiskKwik 2.0

A complete disk editor and repair kit for the Amiga. Features include Edit in Hex or ASCII, search, restore deleted files, repair errors, check sum boot blocks and kickstart disks plus a lot more. Documentation describes disk origination and other aspects of AmigaDOS. Scans for errors. \$49.95 *Tigress*

## Dunlap Utilities

A revolutionary interface for Amiga personal computers. Dunlap Utilities is a collection of 40 interactive programs to enhance the performance of the Workbench or CLI. It gives you an optimized, user-definable Amiga interface that is powerful enough to replace both the Workbench and CLI. For example load your favorite program from a Workbench menu, verify and fix hard drive errors without reformatting, select and retrieve one or multiple deleted files, program your keyboard with macros or design and customize your own database. 79.95 *Progressive Peripherals & Software*

## Encore

Keyboard movement automation studio. Lets you build Macros by capturing mouse movements and keystrokes. \$69.95 U.S. \$79.95 Canadian *Elipsys*

## FaccII

Speeds up access to most floppy disks by as much as 12 times. Operates transparent to the Amiga. Can be used with copy protected games. One of the all time best selling utilities for Amiga. \$34.95 *ASDG, Inc.*

## FastFonts

Set of utility programs designed to speed up text display. \$29.95 *Microsmiths Inc.*

## GOMF 3.0

Eliminates task held and Guru alerts. Preserves trap and exception vector tables, allows removal of task or process at any time. Configures to 68000, 68010, 68020. Easily added to the startup sequence for automatic error trapping. Available in software and hardware versions. Hardware version includes GOMF software and allows you to continue processing and continue processing and save data after a crash. Also can unlock a frozen machine. Software \$39.95 *Pro-Tronic Systems Ltd.*

## GRABBIT

10K background-resident utility can print or save almost any Amiga screen images to disk in standard IFF format and is compatible with any printer supported by the Amiga. Includes ANYTIME pop-up color palette requester. \$29.95 *Discovery Software International*

## I.C.E. Integrated Calculation Engine

Integrated Calculation Engine is aimed at all levels of users, from novice to scientist. It is capable of quite complex numeric and program processing tasks, as well as, simple math chores. It compliments and greatly extends the scope of other programs as databases, spreadsheets, any application that involves calculations. I.C.E.- Every user's utility for creating programmable calculators. Great educational software that's fun! 1000+ puzzles included or create your own cryptograms. \$89.95 *King Publishing*

## KickWork 1.3

Single disk boot for the Amiga 1000. KickWork combines KickStart and Workbench on one disk providing Amiga 1000 users with a single disk boot system. A one disk software system for unattended applications. Warm boot with any other Workbench. Reboots automatically, does not have to be re-armed. \$29.95 *Amiga Business Computers*

## Multi-Prefs

This multiple preferences management tool lets you create, restore, edit, rename, sort, delete, or undelete all the preference settings you like. You can advance your printer paper to the top of the next page or toggle your Workbench screen between interlaced and non-interlaced mode instantly. \$29.95 *Soft-Link, Inc.*



## SA Utilities V34.807

This software and firmware enhancement allows better support of accelerator boards (68020), high capacity read/write magnetic disks (e.g. RICOH RO5030), and a new image backup to any Amiga DOS device. ARK allows you to make an image of your hard drive to floppy, another hard drive, even a Bernoulli drive (20M or 40M). Price unavailable. *Comspec Communications Inc.*

## Stuff-It

Create your own pull-down menus, each capable of sending a user-defined series of keystrokes to other programs just as if you typed them from the keyboard. Several menus have been created for you including one for the CLI and one for the Amiga editor-ED. \$39.95 *Soft-Link, Inc.*

## The Disk Mechanic

A collection of utilities for AmigaDOS versions 1.2-1.3. The package includes a disk option called tune-up that can boost disk performance up to 400%. Also includes an archival/incremental hard disk back-up utility, a program that recovers deleted files and repairs corrupt disks; a full feature disk block editor, and a dozen CLI-based disk management utilities. Supports all Amiga hard and floppy disks and the fast filing system. Requires 512K RAM. \$89.95 *Lake Forest Logic, Inc.*

## Tshell

UNIX-like command shell, CLI replacement, C-like forth generation language and operating system interface. Features command line editing and history, built-in commands, variables, arithmetic operators and expressions, looping and conditional statements, procedures, ARexx-compatible interprocess communication, and complete on-line documentation. \$49.95 *Metran Technology*

## WShell

Replacement command shell that offers command aliases, resident commands, piping. CLI compatible, supports ARexx. \$49.95 *William S. Hawes*

## 1.3 Enhancer Kit

Workbench and Kickstart for 1.3. \$29.95 *Commodore Business Machines*

## ZING!

Utilities that execute all the basic CLI system commands from Workbench through menu, mouse, and function keys. \$79.95 *Meridian Software, Inc.*

## ZING! Keys

Macro and hot key program lets you play back mouse movements or type out any series of commands with one key stroke. \$49.95 *Meridian Software, Inc.*

## MultiBench

A complete Workbench replacement combines the best features of an iconbased desktop, CLI, and directory utility. Extensive command language with ARexx interface. Custom menus and keyboard macros. Directories as icons or text. Selectable default icons. Able to load Resident commands. Built-in text browser. Background pattern editor. Fast, compact code. \$49.95 *Poole Creek Software*

## •Backing-up and Copying•

### Express Copy

A hard disk backup utility which can copy directories and files to floppy disk up to 1 mb/min. Backup disks are standard DOS disks that can be used normally from both Workbench and CLI. Can fill a floppy disk with files from your hard disk in 45 seconds. Designed for effective multitasking. Backup parameters can be saved in configuration files. Fully documented with a 65 page manual which includes a 25 page section with help and ideas on how you can better organize and manage your hard disk drive. \$44.95 *Express-Way Software, Inc.*

### EZ-Backup

Save up to 255 versions of each file. Eliminates the need to do full backups each time the incremental back-up disks begin to pile up. Features optional warning screen, volume label checking, standard format, individual file recovery. Multitasking. Provides archive-bit utilities. Not copy-protected. Free upgrades and telephone support. \$49.95 *E-ZSoft*

Please see display ad page 127

### Fat Tracks

An upgradeable nibbler. This back-up utility will allow you to make archival back-ups of many of your protected software that uses non-standard DOS. Fat Tracks was designed to complement RawCopy V1.3. To have both is to have the most comprehensive copying power available. Our two utilities are designed to complement each other. Where password elimination and gap deprotection is wanted, RawCopy is unbeatable. Where non-standard DOS is used, Fat Tracks excels. Price Unavailable *Micro Systems International*

### HDutil

Fast backup mode, 20 meg in under 50 minutes. Include/exclude files by wild card, date, archive bit, list, globally, or by point and click. Auto configures to multi hard drive or partition systems. Works with all AmigaDOS compatible hard drives. Multitasking, 3 backup restore modes, builds, sorts and manipulates all files. Runs from Workbench or CLI. Written in 68000 Assembler code. 512K required. \$69.95 *DigiSoft*

## LV Backup

Protects the data stored on your Hard Disk, RAM Disk, or Network device by copying to floppy disks. \$69.95 *MKSoft Development*

## Project D

Integrated disk utility system. Includes The Backup Tool, disk copier. Copies most protected disks with parameters updated regularly. The Omni Tool, a special format copier, duplicates MS-DOS/PC-DOS, Atari-ST, CP/M, and Xenix formatted disks. The editor Tool, powerful disk editing utility allows you to edit Amiga disks from AmigaDOS to MFM Catalog Tool; disk indexing utility helps keep track of personal, commercial, and public domain disks. \$49.95 *Fuller Computer Systems*

## Quarterback

Hard disk-to-floppy backup runs under Workbench or CLI. Backs up to or restores from floppy disks. Inner Connection's Bernoulli drive or any AmigaDOS compatible device. Uses two floppy drives (if available) for back-up/restore with automatic switching. Automatically formats diskettes, builds catalog of files, produces backup/restore report to disk or printer, and much more. \$69.95 *Central Coast Software*

## Deep Scan Burst Nibbler

Copy an entire disk in order under 60 seconds. Works with 1 to 4 drives. Copy up to 81 tracks. Easy to use icon driven program. Full verify option. Available now. \$34.95 *Datel Computers*

## RawCopy V1.3

Ultra-powerful backup tool for your Amiga. Copies software that no others will. Deprotects many of your favorite programs. Supports up to four 3.5 inch disks drives. Mouse-driven user interface. \$59.95 *Micro Systems International*

## StarSoft

Hard Drive Backup Utility Fast, reliable backup utility for AmigaDOS compatible devices. Supports multitasking, transaction files, incremental and selective modes. Fast and friendly. Requires 512K RAM. \$39.95 *StarSoft Development Laboratories*

## SuperBack

Protect data stored on a hard disk, RAM disk, or network device. Select or copy any or all files or directories onto floppy disks. Data may be restored selectively by file, directory, or device. All features accessible from key commands or mouse. Clear screens and menus; concise manual, and in-depth tutorial with step-by-step back-up instructions. \$79.95 *The Disk Company*

## The Reaper

The Reaper is the first disk copier with public domain TEXT parameter files. These files





# Utilities

allow total user programmability of the copy process. Features include: standard ASCII textparameter files, find shifted sector headers, find transposed sector header fields, edit MFM/GCR raw track data, edit decoded track data, installs on hard disk. Not disk protected. Execute custom programs from parameter files and Assembly language WHERE IT COUNTS! Available October 1989. \$39.95 *Conceptually Advanced Technologies*

## •DOS Conversion/Emulators•

### CrossDos

MS-DOS file system. The program allows the user to transparently access MS-DOS Atari ST formatted disks from any application or utility. It fully integrates itself into the Amiga operating system. It will perform virtually all DOS functions on standard Amiga hardware. It uses standard Amiga 3 1/2 and 5 1/4 floppy drives to read and write 180K, 360K and 720K MS-DOS disks. \$30.00 *Consultron*  
Please see display ad page 125

### Disk-2-Disk

Transfers files between C64 or C128 and the Amiga. Reads/writes 1541/4040 and 1570/1571 disk formats. Converts Commodore/PET ASCII to Amiga ASCII and vice versa. Supports AmigaDOS style wild cards in the file names. Query/replace option provides duplicate file name detection. TYPE and DELETE (scratch) commands; file renaming where restrictions occur. Utilities to convert Doodle, Print Shop, and Koala picture files to IFF format. Requires a 5.25 model 1020 or compatible disk drive. \$49.95 *Central Coast Software*

### DOS-2-DOS V3.1

Transfers files between MS-DOS or Atari ST and the Amiga. Reads/writes and formats 5.25 and 3.5 MS-DOS disks and Atari ST 3.5 diskettes. Converts ASCII file line ending characters and provides Wordstar compatibility. Query/replace options provide duplicate file name detection. Supports full directory path names, with wild cards in the file names, allows selection of MS-DOS and AmigaDOS subdirectory and displays sorted directory listing. \$55.00 *Central Coast Software*

### Fruit Friend

File transfer utility allows the Amiga to read and write to Apple IIe ProDOS or DOS 3.3 disks; converts Apple IIe picture files to IFF. \$49.95 *Top Disk Software*

### MAC-2-DOS

Lets you read and write Macintosh diskettes on your Amiga, to and from 400K and 800K, using a standard Mac compatible 3.5 external disk drive connected to your Amiga via the

CCS interface. Converts MacPaint files to and from IFF and Mac ASCII files to and from Amiga ASCII. As it transfers files, MAC-2-DOS automatically transfers and converts icons for the files, or creates icons. Available in two distinct configurations: Package A includes a custom hardware interface, file transfer and file conversion software. In addition to what comes with package A, Package B also includes a Mac-compatible 3.5 disk drive, and driver software to enable it to be used as a standard Amiga storage device. A, \$99.95; B, \$349.95 *Central Coast Software*

### 64 Emulator

Turn your Amiga into a Commodore 64. Optional interface cable lets you use any Commodore 64 disk drive or printer. \$39.95; with cable \$59.95 *ReadySoft Inc.*

## •Cryptography•

### LuCypher I

First state-of-the-art cryptography package for the Amiga. Consists of Level 1 and Level 2, which can be used separately or in conjunction for enhanced security and convenient key exchange. Level 1 simulates an 8-element rotor system. Encrypts or decrypts any file (on floppy, hard, or RAM disks) using a 16 character key. Provided with a convenient Workbench user interface. For sale in US and Canada only. \$49.95 *MegaMem*

### LuCypher II

A complete RSA PUBLIC KEY cryptosystem. Uses public and private keys with up to 300 digits. Two programs are supplied: RSAKey generates sets of keys and RSAed for encrypting and decrypting files. Package comes with LuCypher I as a means to distribute keys. LuCypher I users may upgrade for \$150.00. For sale in US and Canada only. \$199.95 *MegaMem*

### Magicode

Encryption system allows file protection in single or multiple levels. Contest challenges you to break the system. \$34.95 *Magicircle Software*

## •File Management•

### CLImate

A powerful, friendly, file management utility. Use the mouse to by-pass the keyboard for most operations. Lets you copy, delete, move files and directories. View IFF pictures and print files with control of print format. Newest version won't write Fast.dir files unless you tell it to! Supports up to 3 external disk drives, 2 hard drives and RAM disks. Plus much more! \$39.95 *Progressive Peripherals & Software*

### Disk-Master

More than a file management utility, this powerful tool lets you view and manipulate up to 80 files and directories at once, perfect for hard drive management. Copy, move, rename and print files, create directories, and format disks without ever keying AmigaDOS into the CLI. Just point and click to ARC and de-ARC files, view IFF pictures, play IFF sound files and more. Configure up to 6 external C: directory commands; print and read text files using the mouse-controlled, reversible file reader. A flexible, powerful utility for your Amiga. \$49.95 *Progressive Peripherals & Software*

## •Virus Checking/Protection•

### Anti-Virus

Anti-Virus is a virus protection software package with a unique feature that should stop the proliferation of any Amiga computer virus - a visual Anti-Virus bootblock. The visual bootblock displays the Anti-Virus logo on the screen every time an Amiga is turned on or warm booted. If a virus is present when the computer is started, the logo will not appear. Comes with a utility, vCheck, that monitors virus transmission paths. The utility is placed in the Amiga startup-sequence and monitors each disk placed in the users Amiga. Also comes with vTrojan, the only trojan horse protection utility available, and ships with a bootblock cataloging program. \$19.95 *DevWare, Inc.*

### Virus Infection Program (V.I.P.)

Protects viral disk infection. Viruses destroy vital boot block information; V.I.P. allows the user to preserve a library full of boot block information on a database. When the virus strikes, V.I.P. replaces the boot block information by writing it back from the database. Operates in English, Danish, German, French, Italian, and Spanish. \$49.95 *Discovery Software International*

### Virus Protection Toolbox

Describes how viruses work; what problems they cause; how viruses invade the libraries; how to cure infected programs. Some of the best tools include: Boot Check, Recover, Change Control Checker and Check New to identify new program and data files. \$59.95 *Abacus Software*

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# Miscellaneous Software



## •Artificial Intelligence•

### MAGELLAN™ V1.1

Expert system generating tool designed to allow users to build knowledge bases quickly through a mouse and window, graphically oriented interface. Knowledge is stored in an IF/THEN rule format, which can be edited and corrected easily. Runs on any Amiga with 1Mb. \$195.00 *Emerald Intelligence*

### MAGELLAN™ V1.1 plus the MAGELLAN Interface Toolkit

Expert system generating tool designed to allow users to build knowledge bases quickly through a mouse and window, graphically oriented interface. Knowledge is stored in an IF/THEN rule format, which can be edited and corrected easily. Runs on any Amiga with 1Mb. The Interface Toolkit expands the capabilities of MAGELLAN by providing five interfaces to other software and hardware, including: SuperBase database files, Lotus 1,2,3 format spreadsheets, the serial port, ASCII text files and ARExx macro commands to run MAGELLAN from other software utilities. The Interface Toolkit is also available as an upgrade to registered MAGELLAN V1.1 users for \$75. plus S&H. \$249.00 *Emerald Intelligence*

## •Authoring Systems•

(see also Education/Teaching Aids)

### AU-901 CLAS Computerized Lesson Authoring System

For those who wish to create their own interactive teaching lessons, but have no programming skills. CLAS has the answer: Tell the Amiga what you want and let it write the program. CLAS lets you write imaginative programs that utilize all the Amiga's capabilities. You can use the digitized picture screens, add voice and music, custom-design all your programs. CLAS contains English, German, Spanish, and French alphabets. \$99.00 *MicroEd*

### C.L.A.S. (Version 1.2)

This 3-disk program is designed for Amiga users who do not know how to program, but who does know what they want in the way of educational software. They know the subject matter, how the learner is to interact with that subject matter, and what speech and pictures should be included. The necessary commands can be given in plain English, whereupon the Amiga itself will automatically write the desired program for you! \$129.95 *MicroEd*

### PILOT: Programmed Inquiry, Learning, Or Teaching (Version 1.3)

Authoring language for computer-based instruction and interactive video which implements the common PILOT command set. Programming environment includes sound, synthetic speech, IFF graphics, mouse input, timed delays, record keeping, selectable fonts, interactive video support. Additional support includes Pioneer LD-V4200 Laser VideoDisc Player, partial support for other RS-232 video devices, genlock, with touch panel support for the Sony PVM-1911 monitor or the Carroll touch smart-frame panel. \$299.95 *Flight Training Devices*

### V.I.V.A. Professional

Object-oriented authoring system for interactive presentations and computer-based training. Can utilize graphic images or laser videodisk segments. \$750.00 *Knowledgeware*

### VIVA (Visual Interfaced Video Authoring)

A Hypermedia authoring environment for the Commodore-Amiga user. VIVA lets you create, manage, and display information. Control text, graphics, video, color, and animation. Also controls video recorders, laser videodisk players, and a full range of visual media devices. Use as stand-alone interactive environment or an information-dispensing system. Icon-driven program is very easy to use. It combines a graphical user interface, easy editing, graphics libraries, custom fonts, a speech module, and many more features. With the visual construction set represented by icons, anyone can create a personalized application at the click of a mouse. \$199.95 *MichTron*

### VIVA Professional

Gives VIVA two powerful new function groups, record-keeping databases and expert systems to make it the ideal presentation tool for the instructor, developer, or author who wants an application with student performance tracking, AI applications, or hyperbase creation. The applications can be used by VIVA or V.I.V.A. Professional. \$599.95 *MichTron*

### CanDo

CanDo (Power Steering for the Amiga) is a unique, revolutionary software authoring system which allows any Amiga user to create sophisticated software without any programming experience. This gives Amiga users a practical and easy way to use the output from graphics and sound programs which they are already familiar with. Create a program (with complete user interface, including menus and buttons) that displays ILBM graphics, plays DPaintIII AnimBrushes,

plays sampled sounds and much more. Now, anyone CanDo it! Available September 1989. \$149.95 *Inovatronics, Inc.*

### UltraCard

UltraCard is a revolutionary new product for the Amiga. It allows you to mold the Amiga in your own personal style. Supports both Hypermedia, the integration of sound, visual graphics and text as well as Hypertext. In fact, UltraCard can make any portion of your screen, text or graphics, a hot spot which, when you click on it with the mouse, can take an action simple as playing a sound or displaying new information or as complex as running other programs. Supports all Amiga screen modes except HAM and overscan. Including PAL and NTSC. Supports ARExx as both a client and a server. Includes built-in Ultra Talk scripting language. Supports true Hypertext. An action can be triggered by a word or a phrase. Direct access to Amiga ROM and user-written sharable libraries. Design and connect elements of a stack without typing. Autolink to ARExx scripts, programs and other stacks at the click of the mouse. \$50.00, mail orders please include \$5.00 shipping and handling. *Intuitive Technologies*

### Thinker

Idea Processor combines a word processor, Hypertext and a hierarchical text processor. Can be used as a writing tool, a planning tool, or even a database. Easy to learn, with step by step tutorials. \$79.00 *Poor Person Software*  
Please see display ad on next page

## •Calendars•

### GIRLS: Impressions of the Riviera

Pin-up calendar on disk. 16 tastefully rendered pin-ups, plus clock/memory reminder and 5 macro keys. \$24.95 *Graphic Expressions*

## •Cooking•

### Nutri-FAX

Nutritionally analyze your recipes for the most common nutrients. Data base utilizes food items from USDA Handbook 8 and allows for easy user expansion. Includes Variety Cookbook Recipe Disk with over 150 recipes edited for home use. \$59.95 *Meggido Enterprises*





# Miscellaneous Software

## THINKER Hypertext

for AMIGA

"...stunning capabilities...simple to operate..." "...superbly crafted..." -

Gary Gehman, *Amiga Sentry*, 6/89

Hypertext and Outline Processing combined.

Powerful Hypermedia application combines word processing and database ideas into an Idea Processor. Link applications, pictures, text.

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### Recipe-FAX

Adjust recipe yield up or down, convert to and from metric or US standard, with ease. Store and/or print adjusted recipes. Includes Variety Cookbook Recipe Disk with over 150 tasty, nutritionally analyzed recipes edited for home use. \$39.95 *Meggido Enterprises*

### Desserts Cookbook

You'll enjoy over 150 tantalizing mouth-watering desserts including an extensive assortment of types from puddings to elegant cakes, from frozen sorbets to fancy cookies. Available in two versions—Home (Standard): Directions and unit amounts edited for home cooking, and Quantity: Edited for Institutional style cooking (recipes yield 50 servings). Disk \$14.95 *Meggido Enterprises*

### Variety Cookbook

Over 150 scrumptious, tasty recipes from several food categories encompassing beverages, breads, breakfast, desserts, entrees, salads, sandwiches, sauces, soups, vegetables and miscellaneous. Available in two versions—Home (Standard): Directions and unit amounts edited for home cooking, and Quantity: Edited for Institutional style cooking (recipes yield 50). Disk \$14.95 *Meggido Enterprises*

### •Disc Catalogs•

#### Complete Cross-reference

Catalog of Fred Fish Public Domain Library on 8.5 x 11 inch hole-punched paper. Three sections: cross-referenced by file names, cross-referenced by subject and application outline, and complete contents and file description listings. Also available on two-disk set. \$20.00 *The AMIGA Class*

#### MAGDEX

A memory based index of eleven Amiga specific magazines. Over 4300 entries including author, title, category, type and comments. Rapid search including wild carding. \$10.00 *Selectronics Inc.*

#### PUBDEX

A memory based index of more than 3700 Amiga Public Domain Programs, including the first 200 Fred Fish Disks. Each entry contains name, author, size, version, category, source and comments. \$10.00 *Selectronics Inc.*

### Public Domain & Shareware Collections

Public Domain and Shareware collected by category and packaged with complete Workbench access for ease of use by both novice and expert users. Each disk contains complete author's documentation and has an eight color graphic label. \$7.00 (with quantity discount) *Premier Software*

### •Disk Publications•

#### A. X. Magazine

Disk-based magazine offers reviews, articles, columns, and music playable from the magazine. 9.95 for 3 disks + Bonus disk *A.X. Productions*

#### Generic News

A new disk magazine for the Amiga with games, articles, reviews, hints & tips, tutorials, pictures, and programs. Dealer inquiries welcome. Quarterly until January 1, 1990. \$9.95 *Generic News Magazine*

### Jumpdisk

A monthly disk-based magazine for the Amiga. 12 mos. \$66; 6 mos. \$37; 3 mos. \$20; \$9 each *Jumpdisk*

### Magnetic Media

Interactive magazine on disk. Experience sounds, graphics, or programs right from the article. The next generation in disk periodicals. \$9.95 *Luxury Art, Inc.*

### •Engineering•

#### Amiga FFT C Package

Fast Fourier transform package in C provides all the source you need to perform detailed frequency analysis utilizing a complete set of Fast Fourier Transform routines (FFT). The package includes C source for derivation of the Power-Spectrum, Phase-Amplitude Spectrum, Inverse FFT. Also for hamming window and user interface functions. \$152.00 *ACDA Corporation*

Please see display ad on page 155

#### DigiScope V1.0

A digital storage oscilloscope emulator program. Designed to work with any parallel-port digitizer. Digital signal processing, waveform scrolling routines, archival functions, and the standard complement of signal statistics. Also features an extensive Fast Fourier Transformation (FFT). \$139.95 *ACDA Corporation*

### •Gambling•

#### Sports Handicapping Programs

For horse racing, dog racing, football, etc. Demo disk available for \$3. Free brochure. \$34.95 *Gladstone Productions*

#### Lottery Assistant

Works with any major lottery. Increase your odds of winning by up to 500%. Includes random number generator, and more. \$39.95 *Classic Future*

#### Lottery Magic

Keeps track of lottery numbers in all states, figures frequency distribution on all numbers. Lets you wheel numbers. \$24.95 *Slipped Disk*

#### Lotto Cipher

Increase your chances of hitting it big by picking winning lottery numbers. \$29.95 *Acorn Of Indiana*

#### Lotto Master

Easy to use, complete program for lotteries. Sorts and prints number combinations, includes many wheeling systems. Demo disk available for \$3. Free brochure. \$29.95 *Gladstone Productions*



## Professional Lottery System

Professional Lotteries Systems is a unique program for analyzing the lottery systems around the world. It is a full featured generating system which allows for user customization of the software to accomodate most every possible lottery in the United States and abroad. Features include database computation of daily and lotto-type lotteries, graphs, hot and cold deviations, frequency distribution of the numbers, and a multitude of wheeling systems. A must for anyone with a serious attitude toward the lotteries. Available Fall 1989 (tentative). \$39.95  
*Digital Concepts*

## •Geneology•

### GENP version 1.01

Genealogical software for individuals, medical researchers, society or schools. Standard descendant, pedigree, family charts. Multitasks with your word processor for any length text. Multiple databases each with 64K people. Customize screens to another language. Pictures. Hotkeys. Multiple users. Use the data dictionary to search information using terms you prefer. \$150.00 plus shipping, *Australian GENP*

### Norgen

The geneological database Full-featured product of the application generator Norbase. On-screen searches among and within 18 generations at the click of the mouse. Over 30 reports to printer or screen. Date fields are the only fixed-length fields. Duplicates sibling, spouse, child, and note fields as needed by function key. Access to Workbench provided via program interface. \$99.95 *Norris Software*  
See display ad on this page

### Your Family Tree 2.0

Organizing your family history is easy with this program. It is designed to keep track of the sometimes complex links between family members. Supports as many as 16 million individuals, 8 marriages per individual, and 40 children per family. Record individual reference ID, gender, dates and places of birth, christening, death, and burial, residence, occupation, religion, and links to parents. Also provides a very powerful Search function that allows creation of custom reports and helps in recognizing family relations. Requires 1mb RAM. \$69.95  
*MicroMaster Software*

## •Home Security•

### AMI-X10

Works with X10 (USA) Inc.'s X10 Powerhouse Computer Interface. Accesses 256 different

## norgen: the genealogy database



Norris Software Ltd.  
3208 West Lake Street, Suite 65  
Minneapolis, Minnesota 55416  
(612) 827-2766

### Standard Report Features

- Pedigree chart in six-generation increments
- Decendant's chart to 18 generations
- Five other classes including calendar dates
- All reports to screen, printer, or text file

### Unique Database Features

- Variable-length fields for expansion as needed
- Direct access to subjects through legal name, family name, married name, "nickname", etc.
- Includes siblings
- Record independence: enter subjects in any order
- Keymaps for Amiga supported languages

### Next Update Features

- Search module
- User-defined fields

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code combinations for timed or immediate command. Stores and retrieves an unlimited number of event schedules. Multitasking.  
\$49.50 *Digital Dynamics*

## •Interfaces for the Blind/Visually Impaired •

### Better View

Better is a screen magnifier program designed for the visually impaired which lets you magnify any screen while using it normally. Works on all Intuition screens in all display modes including Hold-and-Modify and Extra Half Brite. Vertical and Horizontal Magnification factors may be changed independently in increments up to 32 times.  
\$49.95 *LateNight Developments Corporation*

### WE Editor

An editor designed for use by the visually impaired. Supports printing using the PROFF formatting utility, or directly to the printer. WE has a line-oriented user interface that can easily be used by the blind. Spelling checker function included. \$49.95  
*Prairie Dock Software*

### TESS-Talking Electronic Spreadsheet

TESS is a spreadsheet intended for use by the visually impaired. Supports up to 32,767 by 32,767 cells (subject to memory capacity), and printing format options. No video monitor needed. All user output is done using synthesized speech. \$49.95  
*Prairie Dock Software*

## •Networking•

### CMI Net

Utility For use with CMI MultiPort Board. Together, they quickly allow you to network an Amiga computer to a Macintosh network or to an Amiga network. Features AppleTalk protocol networking, laser printer driver, shared resources utility, network monitoring utility and more. The Chat/File Exchange allows multiple users to exchange messages and files between nodes. \$79.95  
*Creative Microsystems Inc.*

### SCSInet 3.00

Local area networking system uses high speed data transfer and multi-user capabilities. Requires an ANSI standard SCSI Host/Controller. Allows file transfer to and





## Miscellaneous Software

### **AccelerDisk**

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from any logical device on any computer in a system. Can open a CLI window in any other computer in the system and act as a terminal to that computer to send and receive electronic mail. \$99.95 *C Ltd.*

#### **TSSnet**

An implementation of the DECnet network protocol for the Commodore Amiga. Add Amigas to DEC VAX mainframe computer networks. Amigas become Phase IV end nodes when connected to DECnet via the serial port or through a modem. Also connects to faster network systems such as Ethernet. TSSnet also works with GfxBase's X Windows for the Amiga. Available 4th quarter of 1989. \$395.00 *SYNDESIS*

#### **XII for the Amiga**

Supports displays up to 1008 x 1024 as well as resolutions down to 640 x 480. The Amiga XII uses tcp/ip over ethernet for connections to other machines and a highly efficient shared memory message passing scheme for local connections. Includes several clients that run under the native AmigaDOS. The XII coexists with the native windowing operating

system of the Amiga, works with Dec Vaxes, Suns, Apollo's, HP equipment and others \$395.00 *GfxBase*

#### •Religion•

##### **RL-938 The Story of the Good Samaritan**

Elementary level. The parable that showed the importance of treating others as we would want to be treated ourselves. \$29.95 *MicroEd*

##### **RL-993 In The Promised Land**

5 disks. High school to adult. Stories of the Chosen People and their conquest and settlement of the Promised Land. Stories include events from lives of Joshua, Samuel, and David. \$89.95 *MicroEd*

##### **The Bible on Disk**

These document disks contain the text of the King of James Version. They can be accessed by any Amiga-compatible word processing program. \$99.00 *MicroEd*

##### **King James Version Bible on Disk**

Fully iconized and ready to click, search, read and reference after the installation of an included shareware reader. The Bible set comes on 7 (3 1/2) disks and includes a Concordance (almost 300 thousand characters large). Use the Concordance in the background while referencing a text and then in seconds return to the Concordance or another text. The entire KJV Bible is included with this set, all 66 books from Genesis to Revelation. \$25.00 *Easy Script*

##### **RL-901 In the Beginning**

Elementary level. The biblical story of the creation of the world. From chapter I of the book of Genesis. \$29.95 *MicroEd*

##### **RL-902 Adam and Eve**

Elementary level. The biblical story of the fall of Adam and Eve. From chapters II and III of Genesis. \$29.95 *MicroEd*

##### **RL-932 The First Christmas**

Elementary level. The New Testament story of the birth of Jesus in Bethlehem. \$29.95 *MicroEd*

##### **RL-904 Abraham, Friend of God**

Elementary levels. The story of Abraham's trust, and God's promise. From Genesis, chapter XII. \$29.95 *MicroEd*

##### **Bible Files On Disk**

Genesis through Revelation, 9 disks. ASCII text files to be used with text editors or word processors. Word searching dependant on text editor or word processor's capability. Not copy protected-may be installed on hard

drive. King James only. Make checks or postal money orders (U.S. funds) payable to Don Keiffer. \$59.95 *John 1:1 Graphics*

#### •Statistical Analysis•

(see Business & Home Productivity/  
Statistical Analysis)

##### **Anova**

A complete set of analysis of variance algorithms for several experimental types, replicated factorials (one, two, and three way) unbalanced factorials (full, blocked, and fractional), response surface designs, analysis of covariance, more. The Duncan multiple range test is included for the comparison of means. \$125.00 *Lionheart Press, Inc.*

##### **Arma Techniques**

Contains the essential elements for the Box-Jenkins analysis of time-series. Data entry program allows transformation and differencing of time series. Programs calculate the coefficients of correlation suitable for drawing correlograms. Also includes Autoregression analysis and a program to evaluate the significance of the Durbin-Watson statistic. Two independent Box-Jenkins programs, an Arima (212) model and a three parameter model. \$125.00 *Lionheart Press, Inc.*

##### **Biometrics**

Edited and expanded material from Sokal and Rohlf's Biometry. Descriptive statistics include stem-and-leaf displays, boxplots, coded tables. Also includes standard techniques such as histograms, simple data entry and test analysis. Detailed coverage of statistical distributions, statistical inference, and hypothesis testing (parametric and non-parametric). Also includes a set of programs for the analysis of variance of experiments. \$145.00 *Lionheart Press, Inc.*

##### **CHIPendale Workbook**

Software for sociology applications. Statistical analysis of contingency tables. Uses stored data sets or enter your own. Many features. \$19.95 *True BASIC, Inc.*

##### **Cluster Analysis**

A collection of all the major cluster analysis algorithms. Data entry programs allow data entry and transfer to and from popular spreadsheets, scaling of metric data. Cluster analysis programs include procedures based on arbitrary clustering criteria, sum-of-squares of distance criteria, Hmeans and Kmeans, criteria involving invariants, Wmeans, the multiple-location allocation problem, and miscellaneous features like the bond energy criterion technique. Programs provide results for plotting dendograms. \$145.00 *Lionheart Press, Inc.*



## Decision Analysis Techniques

Decision theory involving incomplete or conflicting information. Covers the major reaches of decision theory; assurance of samples and experiments, use of modeling and simulation, goal and mathematical programming, decisions under uncertainty and risk, decision tables and trees, more. \$145.00 *Lionheart Press, Inc.*

## Decision Trees and Tables

Allows decision-making according to logically and statistically correct principles. Treats utility analysis, Bayesian probability analysis, probability, and other statistical principles. Decision table program allows entering prior and posterior probability information. The decision tree programs allow ranking the decision hierarchy for optimum results. (No graphic layout of the decision tree is included.) \$125.00 *Lionheart Press, Inc.*

## Econometrics

Covers most of the material in Johnson's Econometric methods. Topics include statistical distribution and inference, multilinear regression, including weight regression models, ridge regression, splines, logit analysis; models using simultaneous equations, models based on time series, autocorrelation, seasonal models, lagged variables, the Cochran-Orcutt correction for autocorrelation, more. Includes full set of transfer programs. \$145.00 *Lionheart Press, Inc.*

## Experimental Statistics

Covers distributions and sampling, statistical inference, regression analysis, experiment design and variance analysis. Describes background and usage of statistics, with examples. Program instructions detail the sixty programs included in the package. Specific topics include sampling distributions, application of the Central Limit Theorem, inverse and non-central distributions, statistical inference and hypothesis testing, regression analysis, probit analysis, more. \$145.00 *Lionheart Press, Inc.*

## Forecasting and Time Series

Covers the general methods of analysis of time-series and the forecasting techniques based on those methods. All types of time-series considered, those with trends, seasonality, and periodicity, autoregressive, etc. Time series used include stock prices and a utilities index to population series. Provides elaborate data entry and transfer facilities. Time-series analysis covers the study of periodicity, correlation, and cross-relation, autoregression, Fast Fourier Transforms and more. \$145.00 *Lionheart Press, Inc.*

## Linear and Non-Linear Programming

Programs based on the SIMPLEX algorithm and the Monte Carlo technique. Implements

general purpose and non-linear programming programs using a Monte Carlo technique. Special problems handled include distribution and transportation, assignment, and travelling salesman problems. \$145.00 *Lionheart Press, Inc.*

## Matrix Operations

Performs simple operations like matrix routines, addition, multiplication, transposition, and inversion. More complex routines find the given values of symmetric and non-symmetric matrices, and Cholesky decomposition of matrices. Provides solution of sets of similar equations. Also provides data transfer programs for easily moving files to and from spreadsheets. \$125.00 *Lionheart Press, Inc.*

## Multivariate Analysis

Covers the major topics of multivariate analysis for those who have received formal training in that discipline. Manual and programs cover the major topics of the discipline, including multi-linear regression, correction analysis, factor analysis, discriminant analysis, canonical component analysis, and residual analysis. Multiple population topics include MANOVA with and

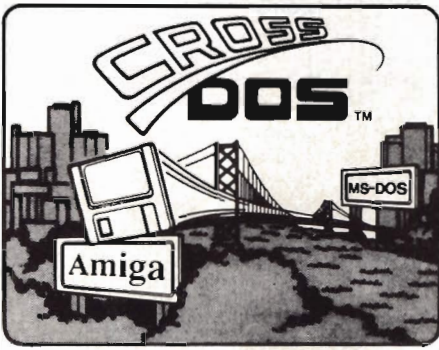
without a covariate. Includes full cross-tabulation program, and probit analysis programs. \$145.00 *Lionheart Press, Inc.*

## Optimization

Covers major topics in optimization: Optimization by sampling and inference, optimization by experiment, including the use of response-surface experiments and orthogonal arrays; optimization by mathematical programming, more. Special topics study queues and simulated queueing systems, inventory problems; optimizing financial portfolios. General purpose optimization program OPTIMIZE allows optimizing user-defined function; SIMULATE provides the response of a user-defined function to random inputs. \$145.00 *Lionheart Press, Inc.*

## Project Planner (PERT&CPM)

Handles job scheduling and optimum assignments. Major project planning based on the PERT and Critical Path Analysis techniques. Programs are activity-oriented (user must prepare the network of activities) PERT produces the critical path and probability of finishing on time. CRITPATH produces the critical path, then provides a



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- \* Seek file positions
- \* Get disk information
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## Miscellaneous Software

### Tektronix 4105

#### MiddleMan™ II - \$149.95

Patterned lines, solid fill, GIN, 4 screen resolutions, up to 32 colors. Includes 4014 and VT100 emulations.

#### VT100® Emulation

#### MiddleMan™ - \$59.95

Graphics characters, numeric keypad, text file transfer, local file printing. Very accurate.

Both are very fast and make full use of Amiga user interface.

Benaiah Computer Products, Inc.  
P. O. Box 14502  
Huntsville, AL 35815  
(205) 881-1110



Circle 151 on Reader Service card.

report on all non-critical activities—latest starting times, earliest finishing times, etc. PLANNER is a full-featured project management program. \$145.00 *Lionheart Press, Inc.*

#### Regression

Comprised of procedures based on the least squares technique. Program set includes simple linear regression, four multilinear regression programs, ridge regression, and regression using orthogonal polynomials. Provides a Durbin-Watson program to study the statistical quality control and all information related to chart preparation. Includes large section on the analysis of variance and experiment design. Topics and software cover traditional and more sophisticated quality control methods. \$125.00 *Lionheart Press, Inc.*

### •Telecommunications•

#### A-Talk III

For communications and terminal emulation on the Amiga. Includes X, Y, and ZMODEM, KERMIT and ASCII protocols. Script language with over 40 commands, unattended mode, 60 entry phone directory, quick menu for global selections, 2, 4, 8, color support. \$99.00 *OXXI Inc.*

#### AMIC Sportster Pack

Total communications package includes AMIC Term, membership to AMIC 2000, USR Robotic 2400 baud modem, and a Tyme Net telecommunications access package. \$289.95 *Amic Development Corp.*

#### AMIC Term

Fast communications software for the Amiga. Includes AMIC-Talk, all emulations, all protocols. \$99.95 *Amic Development Corp.*

#### Amigaterm

Sophisticated emulation and telecommunications package that is easy to use. Select up to 130 columns to be displayed on screen. Pull down windows make operations simple. This package supports X-modem and CompuServe B protocols. \$49.95 *Commodore Business Machines*

#### Atredes BBS

(includes Skypaint) Advanced bulletin board for the Amiga. Can use most standard drawing functions over the modem (including IFF brushes, freehand, line mode, boxes fill modes, flood fill, etc.). Program limited only by the size of your system. 255 access levels, full text parser, hot keys, personal file transfers, and support for the new SkyPix™ protocol. \$149.99 *Incognito Software*

#### Atredes SkyPaint

Paint program allows the user to design complex graphics for real time modem display. Supports most standard drawing functions including IFF brush transfers and 4 bit-plane graphics. \$49.99 *Incognito Software*

#### Atredes Terminal

Powerful terminal with SkyPix support. Online mouse/joystick control. Will receive IFF brushes, sound, and SkyPix functions, in real time over the modem. Supports most popular protocols. \$49.99 *Incognito Software*

#### Baud Bandit

A user-friendly terminal program for all Amiga personal computers. Baud Bandit is flexible, easy to use and all features may be accessed by mouse keyboard or both. Clipboard support allows you to cut, paste and edit text between a review buffer and chat window before sending your messages. Also supports an unlimited number of phone books. Each phone book can configure Baud Bandit for each individual on-line system. Supports multiple macro files, which can hold up to 30 different programmable function keys or key combinations. For further flexibility and power, Baud Bandit fully supports the ARExx programming language. \$49.95 *Progressive Peripherals & Software*

#### BBS-PC!

An electronic bulletin board system that gives the user full control over the menus and operation. Featuring sixteen user-definable sections, private e-mail and total data security, BBS-PC! is the standard. \$149.95 *Micro-Systems Software, Inc.*

#### Custom - BBS!

BBS system for the Amiga with optional dating system, business questionnaire, and long file descriptions. \$100.00 *Celestial Data Systems*

#### Dr. Term Professional

Versatile telecommunications system for all Amigas. \$79.95 *Progressive Peripherals & Software*

#### Macro Modem

User-written macros, 20 telecommunication operations on function keys, shell for CLIs. FileFilter utility translates Amiga, MS-DOS, and Mac text files. \$69.95 *Kent Engineering & Design*

#### Online Platinum Edition

Incorporates all the features listed under The Works! Telecommunications Module. Includes new Research and Development Division design named Sadie!, a two way file transfer and chat protocol that lets you download and upload simultaneously. \$99.95 *Micro-Systems Software*

#### ProtoCall

Fully-featured telecommunication package designed to utilize all the power of the Amiga. \$49.95 *Data Solutions*

#### SKETerm

Communication package with many features. \$49.95 *SKE Software Company*

#### VTX

On-Line State of the art graphics communication program offers on-line help with pages referenced to the manual, scripting with automatic generation, clipboard compatible capture buffer, mouse or menu interface. Supports CompuServe GIF raster graphics with HAM mode support for 256 colors. Protocols include ASCII, Xmodem, Xmodem-1K, Ymodem, Kermit, and more. \$79.95 *Michtron*

#### MiddleMan

Fast and accurate VT100 emulation. Supports numeric keypad, graphics character set, local file printing, text file transfer, and more. \$59.95 *Benaiah Computer Products Inc.*  
**Please see display ad on this page**

#### MiddleMan II

Tektronix 4105 color graphics terminal emulator. Supports four screen resolution modes, up to 32 colors, and VT100 emulation. \$149.95 *Benaiah Computer Products Inc.*  
**Please see display ad on this page**

#### TeleTutor

An interactive telecommunications tutorial. Learn everything you need to know about telecommunications in one comprehensive tutorial. Includes a terminal program and BBS



listing to get you started. Has a simulated BBS to give you the feel of the real thing before logging on. \$29.95 *Micro Momentum, Inc.*  
See display ad on page 4

## •Tutorials•

### AmigaDOS Express

RAM-resident online AmigaDOS manual. Immediate reference for the commands and features of AmigaDOS. \$29.95  
*Bantam Electronic Publishing*

### AmiKit

Introduction to the Workbench and CLI. The AmiKit includes hands-on step-by-step instructions, an informative book to start using Workbench and CLI. The CLI section of the book is divided into two chapters: Introduction to the CLI and the most useful, CLI Commands, which includes examples on the new 1.3 workbench. Also introduces the modem to access bulletin boards which offer free downloadable public domain software. Package also includes a list of books and magazines that are of interest to beginners and advanced users. Includes 3 disks—two public domain programs, and the latest official version of Workbench. \$39.95  
*Vega Technologies*

### DeluxeHelp for AmigaDOS

Online interactive tutorial runs with AmigaDOS. Price unavailable.  
*RGB Video Creations*

### Mastering CLI and the SHELL

Interactive tutor. Allows user to type in commands with various options. Shows results and explains them in detail. New users will be using CLI from the start. Uses the common commands extensively to familiarize new user with CLI environment. Also includes The Assistant, a memory resident reference of 21 most commonly used commands to provide quick on-line help. New version: 2.5 features full AmigaDOS 1.3 and SHELL coverage. Over 250 pages of tutorials—interactive instruction. 1000 plus typed in examples, diagrams, numerous ready to run script files. Expanded on-line help, and examples. Hard disk installation routines, and more. \$39.95 *Graphic Expressions*

## •Weather•

### Digi-Weather

Downloads data and images from Accu-weather service allowing the user access to the hourly weather updates in broadcast quality output. \$299.00 *Oxxi Inc.*

### Station Manager Weather-Link

Lets the meteorologist download weather Accu-Weather's Accu-Graphics™. \$295.00 *ACS Software*

### The Weather Connection

Television weather graphics turnkey workstation, designed by meteorologists. Price unavailable. *WeatherConnect, Inc.*

### DataConnect

Provides telecommunications or satellite access to your choice of on-line weather data bases. Accu-Weather, WSI (Weather Services International) and weather Bank. DataConnect can download either satellite pictures, radar, or weather-related text. As the system accesses weather data from all of these sources, it simultaneously generates the desired weather graphics. All images are broadcast-quality. Medium and severe overscan are supported. \$495.00  
*WeatherConnect, Inc.*

## "I've written the best and fastest backup program on the market."

My name is Walt Soden. I've been a programmer for thirty years, and I know how important it is to back up your hard disk. But when I looked for a good backup program for my Amiga, I found they took too much of my time managing the backup disks. I knew there had to be a better way—so I spent a year writing and perfecting what I sincerely believe to be the best backup software available.

## EZ-Backup

### Does what Quarterback can't.

**EZ-Backup** does ALL the work. EZ-Backup knows which files to back up, how many versions to save, which to erase and where they are in the backup set. So you only have to keep one set of backup disks, period. Your files will always be there, safe and sound—in the standard AmigaDOS format.

### A special offer.

Is it the lowest price and the best value in backup software? You be the judge. **EZ-Backup** comes with free phone support. If you have any questions, just pick up the phone and you can talk to me personally. I'll send you a working demonstration copy of EZ-Backup (limited only in the number of files it can back up) for only \$5.00. If you like it, then take advantage of the special discount offer explained on the demonstration disk or you can buy the full version from your local Amiga dealer. If you don't think it's the best, most convenient backup software you've ever tried, send back the disk and I'll refund your five bucks.



10668 Ellen Street, El Monte,  
CA 91731, (818) 448-0779.

Quarterback is a trademark of Central Coast Software.

Circle 193 on Reader Service card.

## •Weaving•

### Weave-It

Weaving program with 6 grid sizes, any 6 colors at one time, 12 harnesses, 14 treadles. Modify drawdown or design colors anytime. Change threading, tie-up or treadling anytime. Compatible with other Amiga graphics software. Saves in IFF format. \$69.95 *Joyce I. Peck*

### Weave-It Plus

All the features of Weave-It with the utility programs Fibre-Facts and Calculate-It. Both utility programs fully use the Amiga interface, do point and click calculations, convert standard measures to metric, and print calculations to any Amiga Preferences printer. \$84.95 *Joyce I. Peck*



# Accelerators



## **Animate Turbo Board I**

This standard accelerator board is a replacement for the MC68000 processor. On board you have the 68020 and the 68881 or 68882 processors giving you TURBO power. A must for programmers and computer graphics users. With 68020 and 16 MHz.68881 \$459.00 *Advanced Computer Design*

## **Animate Turbo Board II**

Nearly the same as the ATB I with one major difference. Now you can switch between the 68020 and the 68000 processor. That gives a total of three processors on one board. Useful for those who are using some of the few programs that refuse to run with the 68020, or want to play games at normal speed. With 68020 and 16MHz.68881. 1399 Deutch Marks *Advanced Computer Design*

## **Animate Turbo Board III**

Designed for the Amiga 2000. It fits into the A2000 MMU slot and is the first board for the Amiga that comes with the option for up to 1MB of 32 bit static RAM on-board. With 68020 and 16 MHz.68881. 1699 Deutch Marks *Advanced Computer Design*

## **CPU-992 1**

4MHz CPU accelerator board without processors. For the A2000. \$695.00 *Computer Systems Associates*

## **DragStrip™ A2000 RAM Accelerator**

Lets you take advantage of faster processor boards without the high cost of 32 bit RAM. Gives you the speed of 32 bit memory at 16 bit DRAM prices. Fast screen updates and hard drive accesses; up to 16 Mb of memory at almost half the cost of other 32 bit RAM boards. Requires no dynamic memory chips, uses off-the shelf 16 bit DRAM boards. \$795.00 *Computer Systems Associates*

## **FasTrack A1000 Accelerator**

Efficient and economical upgrade for the A1000 and A500. Piggyback boards replace the 68000 processor with a 68020 and optional 68881 or 68882 running at up to 25MHz. Similar to CSA's A2000, CPU, CSA's internal accelerator board is easily installed and requires no modifications to your Amiga. \$595.00 *Computer Systems Associates*

## **FasTrack™ A2000 Accelerator**

Hassle-free upgrade from 16/32 bit, 7 MHz 68000 to 68020 full 32 bit processor at 14MHz. Fits into A2000's CPU slot or the A1000 expansion chassis. Does not require removal of your Amiga's processor and lets you disable the 68020 and re-select 68000. Easy installation; no modifications required. Fully compatible with standard Amiga software and Commodore hardware. \$995.00 *Computer Systems Associates*

## **Hurricane**

Modular family of accelerator and memory boards for the Amiga 1000 and 2000. Start with a 14 MHZ 68020 accelerator, add a 68881 math coprocessor, up to 4 MB of memory and a 68030 coprocessor. Easy installation and reliable operation, highly compatible with other software and hardware. \$400.00 *Ronin Research & Development, Inc.*

## **Hurricane 2800**

Both an autobooting SCSI disc controller and synchronous 28 MegaHertz 68030 accelerator on one plug in card. Includes math coprocessor options operating up to 33 MHz. The companion M2000 memory board is fully socketed for up to 4MB of 32 bit fast memory in 1 MB increments. Price unavailable. *Ronin Research & Development, Inc.*

## **Hurricane 68030 Interface System**

Motorola 68030 microprocessor, replaces the 68000 microprocessor. \$990.00 *Ronin Research & Development, Inc.*

## **Hurricane Accelerator Board**

16MHz Combines Motorola 68020 microprocessor and 68881 math coprocessor, replaces the 68000 microprocessor. Speeds up applications even without memory expansion. Makes the Amiga up to 40 times faster than IBM AT and 5 times faster than VAX 11/780, while retaining full software compatibility. Runs all standard Amiga software packages. \$995.00 *Ronin Research & Development, Inc.*

## **Hurricane Accelerator Board 20MHz**

Combines Motorola 68020 microprocessor and 68881 math coprocessor, replaces the 68000 microprocessor. Speeds up applications even without memory expansion. Makes the Amiga up to 40 times faster than IBM AT, 5 times faster than VAX11/780, while retaining full software compatibility. Runs all standard Amiga software packages. \$1095.00 *Ronin Research & Development, Inc.*

## **IMPACT A2000-030/16**

16MHZ 68030 Accelerator Includes: Motorola 68030 microprocessor with built-in MMU, math co-processor socket; unique asynchronous design. \$849.00 *Great Valley Products*

**Please see display ad inside front cover**

## **IMPACT A2000-030/25**

25MHZ 68030 Accelerator Includes: Motorola 68030 microprocessor with built-in MMU, math co-processor socket; unique asynchronous design. \$999.00 *Great Valley Products*

**Please see display ad inside front cover**

## **Mach II**

CPU accelerator for the A2000 nearly doubles speed. Hardware and software compatible. Does not require special memory. \$300.00 *Aminetics*

## **Optimizer**

Multiple function card provides 14.32 MHz 68000 CPU, 68881 math co-processor, 1MB memory expansion (0MB installed) with fast access to the system ROM routines via FAST BUSSTM. Price unavailable. *Synergy Peripheral Systems*

## **Processor Accelerator**

Run 68000 instructions at double speed. Internally installed circuit board plugs into the motherboard. Plugs into the MC68000 socket. A1000 version features Commodore kickstart ROM socket and optional battery backed clock. (All versions have math co-processor. A500/A2000, \$250.00; A1000, \$280.00 *Creative Microsystems, Inc.*

## **A2620/2 2Meg**

A 68020 accelerator board for the A2000. Has built-in math co-processor and 2 MB 32 Bit RAM. \$1,999.00 *Commodore Business Machines*

## **A2620/4 4Meg**

A 68020 accelerator board for the A2000. Has built-in math co-processor and 4 MB 32 Bit RAM. \$2,799.00 *Commodore Business Machines*

## **•Accessories•**

### **CPU-992-XX**

Modification to the CPU-992 for 16, 20, or 25MHz 68881/2 coprocessor. \$95.00 *Computer Systems Associates*

### **Over 030™**

Upgrade For the FasTrack A2000. Twice the processing power of the on-board Memory Management Unit eliminates need for external 68851 MMU for UNIX™, X-Windows, and other networking environments. Includes both instruction and data cache. Harvard Parallel allows instructions and data to be processed simultaneously. \$1190.00 *Computer Systems Associates*

### **PFM-1146CA**

68030 board for the CPU-992 without processor. \$495.00 *Computer Systems Associates*



# Video Hardware



## •Digitizers•

### Digi-View Gold

Input by a standard NTSC video signal, the package connects to the Amiga parallel port. Color separation conducted using primary red, green, and blue filters (included). Works on all Amiga resolution modes up to 768 x 480 high resolution overscan. Accuracy to 7 bits/pixel or 128 grey levels in monochrome and 21 bits/pixel or 2,097,152 colors in color mode. The software allows complete control over brightness, contrast, saturation, color levels, and sharpness. Selectable dither, remap images, reads and writes standard IFF files. Also reads and writes 21 bit RGB and 1 byte per pixel IP files with additional image processing information. PAL versions are available. RS-232 gender changer required for use with A1000. \$199.95 *NewTek*

### Video Toaster

Real time full color digitizer, real time digital effects, and broadcast quality genlock all in one board. Over 100 pre-programmed real-time video effects include page flip, spheres, pushes, splits, binds, mosaics, and more. \$1599.95 *NewTek*

### VMachine

Provides an all in one solution for all of your video production needs. This is an infinite window time base corrector with a dissolve, overlay and keying system, as well as programmable realtime digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCRs and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), full paintbox tools, full bandwidth sampling and much more. Available Winter 1989. Price unavailable. *Digital Creations*

## •Digitizers/Frame Grabbers•

### Frame Capture

Optional chip set for FrameBuffer allows capture of 4 fields of video in real time and full color. \$199.95 *Mimetics Corporation*

### FrameGrabber

Real-time image digitizer grabs 4,096 color HAM images directly from TV tuner, VCR or video camera in just 1/30th of a second (1/60th second for black and white) and ports them to any Amiga. The sophisticated image control software delivers time lapse animation in B & W and color, multiple exposures, color dithering and more. Video switch lets you preview your images before digitizing.

Supports all Amiga color modes and screen resolutions ranging from 320 X 240 overscan. FrameGrabber even has external controls for adjusting hue, saturation and intensity. Connects via the parallel port. \$699.95 *Progressive Peripherals & Software*

### FrameGrabber 256

FrameGrabber 256 allows the Amiga to display images in 256 gray-shades on any standard Amiga monitor. Capture monochrome, overscanned, interlaced video in 1/13th second or non-interlaced in 1/60th second. The hardware image buffer supports resolutions up to 384 X 480. Four RCA video inputs allow programmable video switching and with a RGB camera or the included color wheel, digitizes static images in 16.7 million colors. \$699.95 *Progressive Peripherals & Software*

### LIVE!

Digitizes a moving color image in real time from any video source to the A1000. This package can decode an NTSC video signal, grabs a picture as fast as 15 frames per second in 16 level grey scale, and has an overscan ability to completely cover the Amiga video screen with your image (no blank borders). Plugs into the A1000 expansion port! \$295.00 *A-Squared Distributions Inc.*

### LIVE!2000

Same features as Live! and Live!500. Dual video switching (allows fades, wipes, and other special effects), video signals from composite video or RGB input, 640 resolution, optimizer package for B&W cameras, and additional real time video effects. LIVE!2000 fits internally into the A2000 and is Zorro 2 compatible. \$450.00 *A-Squared Distributions Inc.*

### LIVE!500

Digitizes a moving color image in real time from any video source to the A500. Decodes an NTSC video signal, grabs a picture as fast as 15 frames per second in 16 level grey scale, and has an overscan ability to completely cover the Amiga video screen with your image (no blank borders). Plugs into the A500 expansion port and comes with its own power supply. \$399.00 *A-Squared Distributions Inc.*

### Living Color TBC/Digitizer option

The TBC/Digitizer option gives the Frame Buffer the ability to digitize video in full 16 million color space as well as act as a video time base corrector. Also included is the ability to shrink or zoom, move and then overlay the digitized video in real time

relative to the video input on the SuperGen 2000S board. Includes Video Artist Workstation software for creating visual effects with the TBC. Available Fall 1989. Price unavailable. *Digital Creations*

### Perfect Vision

A real time video frame grabber. Real time in black and white. Supports color using included color filters or an optional electronic color splitter. Saves in IFF. \$249.95 *SunRize Industries*

### Video Digitizer

Real time frame grabber in 1/60 second. 320x256 display with 16 grey levels. Updates screen at 1 frame/sec. Save screen as IFF format edit pictures with cut, paste, copy, reverse, negative & more. \$139.95 *Datel Computers*

## •Digitizers/Accessories•

### Auto Droid

Auto Droid cuts digitizing time by nearly 50% over manual operation, and it's easy to use. With Auto Droid installed, all you have to do is select digitize auto and watch Auto Droid and Digi-View™ do the rest. Auto Droid also lets you digitize using the clear filter for black and white images. This keeps you from having to remove your 'Droid' everytime you switch from color to black and white. Focusing with the clear filter makes it much easier to obtain sharp images. \$59.95 *MicroSearch, Inc.*

### Color Splitter

For use with Digi-View or Perfect Vision, this electronic color splitter allows users to capture color images from VCR, LaserDisk, CamCorder, or any still NTSC video source without using color filters. \$119.95 *SunRize Industries*

### Digi-Droid

Motorized filter wheel automatically advances the color filter wheel for Digi-View. Speeds up digitizing and minimizes chances for mistakes. Hands-free digitizing. \$79.95 *NewTek*

## •Digitizers/Scanners•

### 300 DPI Scanner

Saves images as B&W IFF files at 75, 150, 200, or 300 dpi. Saves in 15 seconds. User-definable scanned page regions for high-res use. Programs can be used in any IFF-supporting program, allowing you to color images in print programs like DeluxePaint II.





# Video Hardware

or import them into Professional Page or Professional Draw. Comes with parallel port hardware and software interface. \$1095.00 *Gold Disk Inc.*

## Geniscan Handy Scanner

Hand Scanner with 400 DPI resolution and 4 1/8 inch width. Adjustable switches for brightness and contrast. Software compatible with most leading software packages. \$299.95 *Datel Computers*

## Han-D-Scan

High resolution hand-held scanner with a 4.13 inch path; scanning resolution of 100, 200, 300 and even 400 dpi. Three different dithering modes. Provides crystal clear images equal to more expensive desktop scanners. Comes with all necessary software including Diamond Graphics/Paint program by Impulse. \$399.95 *C Ltd.*

## IMG Scan

A low cost, high quality scanner that connects to your dot matrix printer. Use the software to digitize photographs and drawings. Save pictures in standard IFF formats for use with paint, desktop publishing, and video programs. Scans in 256 gray levels. \$149.95 *SunRize Industries*

## IMG Scan II

Turns your printer into a high resolution image scanner. 256 gray levels, full-color assignable. \$139.95 *Seymour-Radix*

## ScanXpress

This Dest PC Scan is available on your Amiga in either single sheet or flat bed models. Both models can be obtained either with or without Optical Character Recognition (OCR) software. With OCR the scanner can read text as an ASCII file. This file may be used in any program which permits the importation of ASCII files. This SCSI device will accept up to 11X14 sheets; scan a page in 9 seconds at 300 dpi; produce a bi-level, halftone, or gray scale (up to 16 levels) image utilizing 3 contrast grades. Single sheet/with OCR, \$1699.95/2399.95; Flat Bed/with OCR, \$1999.95/2699.95 *C Ltd.*

## Sharp JX-100

One of the smallest color scanners in the world and the first hand held color scanner available for the Amiga. Scans an area of 4 x 6.4 at 200 DPI, and will do black and white, gray scale, and color scanning for high quality desktop publishing. Sold by Sharp Electronics, the software is written by ASDG, Inc. Software will process 18 bit color scans into any Amiga format. No additional hardware required. Directly supports all display modes, overscan, and PAL. \$995.00 *ASDG/Sharp Electronics*

## Sharp JX-300

Scans originals up to 8.5 x 11 with a 300 DPI resolution. This 24 bit color scanner is intended for most business and some high-end applications. Requires Professional ScanLab. \$4995.00 *ASDG/Sharp Electronics*

## Sharp JX-450

Sharp's best-selling color scanner for desktop publishing, slide creation, and other areas demanding high-end image processing. Easy operating, high quality desktop full color scanner. Provides the precision quality scanning of a console from a desktop. 300 DPI resolution capacity ensures accurate, detailed images. Scanning of slides and transparencies available with optional mirror. Scanning capacity up to 11 x 17. Requires Professional ScanLab. \$6995.00 *ASDG/Sharp Electronics*

## •Digitizers/Scanners/Accessories•

### Professional ScanLab

Professional color scanning package that includes all the software cables and hardware interfaces for the Amiga 2000 to provide total control over Sharp's JX-300 and JX-450 color scanners. High-quality 24 bit data from the scanner can be converted into Amiga HAM images, or maintained in its 24 bit true color form. Sent to professional output device, this translates into 16,000,000 colors. Also supports the largest picture resolutions of any Amiga system: 5100 x 3300. Used in conjunction with ASDG's ReSep, ProScan Lab. Allows professional Page to produce documents with 24 bit images. \$995.00 *ASDG Inc.*

## •DVE (Digital Video Effects)•

### Video Toaster

Real time full color digitizer, real time digital effects, and broadcast quality genlock all in one board. Over 100 pre-programmed real-time video effects include page flip spheres, pushes, splits, binds, mosaics, and more. \$1599.95 *NewTek*

### VMachine

Provides an all in one solution for all of your video production needs. This is an Infinite window time base corrector with a dissolve, overlay and keying system, as well as programmable realtime digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCRs and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), full paintbox tools, full bandwidth sampling and much more. Available Winter 1989. Price unavailable. *Digital Creations*

## •Editing Hardware•

### MediaPhile Infrared Controller

Provides complete accurate control of video decks, laser and compact disk players, and other infrared devices from Amiga™ computers. Learn commands from any infrared remote control and send them from the computer. Features: infrared commands for many popular devices included on program disk; video deck control from many video production, animation, presentation, and database programs; Programmer's Toolkit software. Ports: Infrared transmitter and sensor, two sony S-ports, a remote pause switch and tape counter inputs for two video decks. \$195.00 *Interactive Microsystems, Inc.*

## •Editing Systems•

### CVC Video Workstation™

Step-frame animation, frame accuracy, SMPTE time control, and A/B roll editing in a standard EIA 19 rack mount format. Controls up to 32 video devices, multi-tasking color graphics, and mainframe computing power. Based on the A2000, features CSA's 14MHZ FastTrack™ 68020 or 68030 processor boards, up to 16 megabytes of fast 32 bit memory. Price unavailable. *RGB Video Creations*

### S-V Post Series

Fully integrated Post Production System (Commercial) straight cuts, Pseudo A/B roll, S-VHS/3/4 editing options. Utilizing the Amiga for graphics and Computer Assisted Editing (CAE). \$30,000 to \$150,000 *Amicore International*

### Video Pro Series

Fully integrated Post Production System (Industrial) straight cuts, Pseudo A/B roll editing options. Utilizing the Amiga for graphics and Computer Assisted Editing (CAE). \$7,000 to \$25,000 *Amicore International*

## •Encoders•

### A-Video

RGB to color composite for A500 and A2000. \$49.95 *Akron System Development*

### A520 Modulator

Lets you connect the A500 to a composite color monitor or standard TV. Converts video signal into RF modulated and color composite signals. Accepts audio from A500 which is added to the RF video to be heard through TV. Connects to the A500's RGB video port. Power is supplied by the A500. \$49.00 *Commodore Business Machines*



## C-View I

Allows the RGB video output of any Amiga to drive a standard composite color monitor or the video input of a VCR. Connects with the standard 23 pin video connector and provides a single RCA type pin connector for video output. \$49.95 *C Ltd.*

## C-View II

Allows the Amiga's RGB video output to drive Commodore's 1700 and 1800 series monitors and VHS VCRs that accept chroma/luma inputs. Uses standard 23 pin connector and provides separate RCA type pin connectors for Chroma and Luma output. \$49.95 *C Ltd.*

## ENC-1

Converts analog RGB to standard NTSC composite video signal. \$395.00 *Communications Specialties Inc.*

## V-I 2000

Supports a variety of video standards, provides quality color composite video signal, generates chroma/luma signals. Works on Amiga 2000 only. \$79.95; \$99.95 with RF modulator. *Creative Microsystems, Inc.*

## V-I 500

Supports a variety of video standards, provides quality color composite video signal, generates chroma/luma signals. \$79.95; \$99.95 with RF modulator. *Creative Microsystems, Inc.*

## •Enhancement•

### FlickerFixer

Professional graphics enhancer uses de-interlacing and fits in the Amiga 2000 and 2500 video slot. Removes the flicker in the interlace mode and the visible scan lines in the non-interlace mode of the A2000 and A2500 display. Fully compatible and transparent to all user software. Does not modify standard Amiga video signals. NTSC video outputs may be used simultaneously with flickerFixer. Supports standard multiscanning and VGA monitors. Compatible with 4096 color HAM mode. \$595.00 *MicroWay*

### flickerFixer Genlock Compatibility Option

The FlickerFixer Genlock Compatibility Option was developed in response to the needs of Amiga video users. It allows the FlickerFixer to be operated on Amiga 2000s and 2500s while simultaneously having NTSC compatible display through the genlock and high quality VGA compatible display through the FlickerFixer. It is a small module that piggybacks onto the FlickerFixer board so it does not utilize any expansion slots. Now, both the FlickerFixer and a genlock can be physically running in the same machine. \$50.00 *MicroWay, Inc*

## •Frame Buffers•

### FrameBuffer

Allows display of Amiga 24 bit RGB files and IFF files with a fidelity up to the limits of video. 746 X 484 pixel resolution in up to 16 million colors. Special software utilities for Sculpt 4D, Turbo Silver and NewTek files. Requires 1 MB RAM on board an A2000 form factor card. \$549.95 *Mimetics Corporation*

### Living Color Frame Buffer

Requires SuperGen 2000S. Provides the Amiga with full 16 million color Paint capability. Also there are several color register indirect and double buffering display modes that allow both color cycling animation as well as ANIM type animation with up to 256 colors. Includes Living Color PaintBox, IFF picture and ANIM conversion systems. Available Fall 1989. Price unavailable. *Digital Creations*

## •Genlocks•

### 4004/4004S Genlockable Video Graphics Encoder

The two plug-in cards of the Magni 4004 offer the cleanest video signal available for Amiga 2000 or 2500 graphics programs. Along with absolutely accurate RS-170A video, you get special effects features that include fades, luminance and color zero keying, all under software control with choice of keyboard or mouse. The S version adds a graphics-only output in S-VHS video format. For still greater flexibility, add the optional 4010 Remote Control for external control of effects function (\$595.00 if purchased separately). \$1695.00; \$1995.00 with remote control. *Magni Systems, Inc.*

### 4005/4005S Genlockable Video Graphics Encoder

The 4005 and 4005S provide the Amiga video professional outside the U.S. with the same flexibility and accuracy as the 4004 but in PAL (the predominant European video standard). \$1865.00; \$2165.00 with remote control. *Magni Systems, Inc.*

### A2300 Genlock

Fits in the A2000's video slot, allows the user to combine the A2000 video display with output from a VCR, video camera, or laser disk. Combined display may be viewed on an Amiga RGB monitor. Titles, captions, and multi-layered effects may be viewed on video tape. Suitable for semi-professional (non-broadcast) environment. Available in both NTSC and PAL versions. \$399.00 *Commodore Business Machines*

## AmiGen

This low-cost genlock allows the Amiga to synchronize with any external video system and overlays computer graphics. Easy to operate! \$199.95 *Mimetics Corporation*

## GEN/ONE

Genlock encoder with overlay. Has separate 4C output for VHS. \$895.00 *Communications Specialties Inc.*

## miniGEN

A small external device that connects the RGB port. Contains the composite video-in and video-out RCA connectors. Included with miniGEN is a 3-position, rocker switch which allows control of 3 modes: Amiga-Only (including color background), Video-Only, or Mixed (both graphics and text for overlaying the video). \$224.95 *Progressive Peripherals & Software*

## Neriki 1187

The Neriki Image Master Pro Genlock accurately genlocks the Amiga's RGB output to a reference video signal or a studio black signal will lock to any composite video signal, studio reference, black burst, camera or tape source. Supports all graphic modes and resolutions. Minimizes duplication losses. Luminance keyer replaced by fader in latest version separate RGB and key out. \$2195.00 *Comp U Art*

## Neriki DeskTop

Allows text, graphics, paint and animation programs to be integrated to video. Features: Hi Res with encoded capability of 500 lines (NTSC 500 lines), Auto key cuts into background, meets RS170A standards. Models available in PAL and NTSC. Same rack mount genlock with identical performance as the Image Master model 1187 with fewer output combinations, i.e. no key out, RGB out or sync out. Makes up for lack of connectors with a lower base cost and Y/C input and output. \$1100.00 *Comp U Art*

## OmniGen 701/702

This genlock system for the Amiga is available for both NTSC/PAL standards. Designed primarily for professionals and broadcast applications. Character generator, Custom background generator, Genlocked teleprompter, 23 pin D SUB in/out connectors with a cable designed for interfacing. Will lock to incoming video or black burst. Also has its own internal sync pulse generator. Adjustments include 360 degree chroma phase, full SCH Phase. \$1595.00 *Comp U Art*

## ProGEN

Professional, software-controllable Genlock for all Amigas. \$449.95 *Progressive Peripherals & Software*





## Attention User Groups!

We are feverishly organizing data for our next

## AC's GUIDE AMIGA

There will be a complete User Group listing in this guide.  
If you have any doubt as to whether we have your group information,  
then send it in!

Send User Group name, address, point of contact, phone number,  
meeting location & time, and a BBS and phone number to:

User Group Listing  
PiM Publications  
P.O. Box 869  
Fall River, MA 02722-0869

### RM-2

Overlays graphics and text on video feeds from cameras, film chains, etc. Many features. Meets RS-170-A specifications. \$2995.00  
*Wollner Associates*

### Scanlock

The desktop video system that brings NTSC and S-VHS to the Amiga screen. Includes front-panel fingertip controls, multiple monitor connections for viewing and editing, and independent fade controls for both reference and Amiga videos. The vertical interval switch allows insertion, reversal and removal reference video and Amiga graphics at the touch of a finger. \$995.00 NTSC, 1095.00 PAL *VidTech*

### SuperGen

Genlock and overlay device. Independent dissolve controls, two overlaid outputs, switchable notch filter, accurate lock to VCR output. RGB decoder for true Amiga colors. \$749.95 *Digital Creations*

### SuperGen 2000S

A true S-VHS compatible Genlock and overlay card for the Amiga 2000 series computers. The SuperGen 2000S installs into the video slot of an A2000 or A2500 Amiga computer. Further capabilities are provided through upgrade paths to a frame buffer with time base correction as well as full color video digitization through the Living Color series of add on expansion products. \$1595.00 *Digital Creations*

### Video Toaster

Real time full color digitizer, real time digital effects, and broadcast quality genlock all in one board. Over 100 pre-programmed real-time video effects include page flip spheres, pushes, splits, binds, mosaics, and more. \$1599.95 *NewTek*

### Magni 4003

Remote control unit controller for use with the Magni 4004 Board. Performs variable speed fades along with luminance and inverse keying. Also controls key and fade levels of genlocked graphics. \$499.00 *Magni Systems, Inc.*

### • SMPTE •

#### Micro SMPTE

Allows Music-X to synchronize with video or audio tape decks. Connects via parallel interface, includes pass-through. Compatible with all models. Price unavailable.  
*Microillusions*

#### TCRG102

Time Code Reader/Generator that does window dubbing. This professional video hardware device assigns and reads individual frame numbers for identification purposes to and from video tape. \$799.95 *Microillusions*

### • Interactive Systems •

#### Interactive Video Kit

This kit for the Amiga videographer contains Sony LDP 1200 Laser Disc Player, Genlock,

Sony PVM 1271Q Monitor with VTVA Program. Price unavailable. *TV One Productions*

### • TBC's (Time Base Correctors) •

#### Living Color TBC/Digitizer option

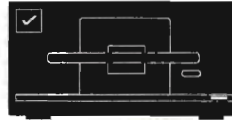
The TBC/Digitizer option gives the Frame Buffer the ability to digitize video in full 16 million color space as well as act as a video Time Base Corrector. Also included is the ability to shrink or zoom, move and then overlay the digitized video in real time relative to the video input on the SuperGen 2000S board. Includes Video Artist Workstation software for creating visual effects with the TBC. Available Fall 1989. Price unavailable.  
*Digital Creations*

#### VMachine

Provides an all in one solution for all video production needs. This is an infinite window Time Base Corrector with a dissolve, overlay and keying system, as well as programmable realtime digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCRs and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), Full PaintBox tools, Full Bandwidth sampling and much more. Available Winter 1989. Price unavailable. *Digital Creations*



# Drives



## •Floppy Drives/External•

### 3 1/2" Slimline Drive

3 1/2" floppy disk drive. Slimline design only 1 inch high. Has 26 inch cable for easy positioning. Has throughport for connecting additional drives. Available now. \$139.95 *Datel Computers*

### 3.5" Floppy Drive

External 3.5" drive for the Amiga. \$189.00 *HHT Electronics*

### Air A1010

External 880K disk drive with on/off switch and pass through. \$199.00 *Advanced Integration Research*

### A1010 3.5" Floppy

Your expanding business and personal needs demand extra versatility and increased productivity. Add the 1010 to your system as an additional external drive and enjoy increased storage. With the internal drive, the 1010 will support a business environment with greater capacity and fast back-up. \$299.95 *Commodore Business Machines*

### A1020 5.25" External Drive

5.25" external floppy drive with 360K formatted capacity. When used with AmigaTransformer™, it also allows file copy from 5.25 to 3.5 format. \$399.95 *Commodore Business Machines*

### CA-880

Purchase your own CA-880 disk drive and let us know what you think. Features passthrough, power disable switch, low power consumption and 880K capacity. \$229.95 *California Access*

### CA-880 3.5" Floppy Disk Drive

Small, quiet disk drive supports all Amiga models, formats 3.5" double-sided, double-density diskettes for up to 880K of storage. Fully compatible with A1010 disk drives. Only 1.12" high, low (1.5W) power consumption for read/write operation. Provides comprehensive protection for diskettes and includes high precision stepper motor and low friction steel belt for quiet operation. \$229.95 *Logical Design Works, Inc.*

### Enhanced Unidrive

Features Led Track Display, Read/Write Indicator, Built-in Virus Deterrant and Pass Thru. Quality Fujitsu Drive Mechanism. Super slimline Design is 5"x7.5"x1.2". No click when diskette is removed. May be switch-disabled. Custom extruded aluminum casing. Low power-2.4 watts operating, .03 watts standby. MTBF 11,000 power-on hours. Limited one-

year warranty. Hinged dust cover. 27 cable. Quiet operation. Owners of the previous version may upgrade for \$29.95. Available Fall 1989. \$179.00 *Memory and Storage Technology, Inc. M.A.S.T*

### Ext. 3.5" Drive

Introducing the new external 3.5" drive, fully compatible with the Amiga 500 and 2000. \$125.00 *Kinson Products Corporation*

### Master 3A

Amiga Compatible Floppy Disk drive, fully compatible with all Amiga Computers, Smaller and slimmer than the 1010, full one year warranty, Double sided/Double density 880KB formatted Capacity. \$189.00 *Ocean America*

### Master-3A

100% Amiga Compatible, 3.5" disk drive. Extremely quiet operation, double sided/double density 1 MB capacity. Durable metal case eliminates radio frequency interference and drive noise. Pass through connector lets you easily add additional drives. 28" shielded input cable, spring loaded door, smaller slimmer design (4" x 1 1/4" x 9"). Consumes less power. \$134.00 *Konyo International, Inc.*

### PFD-135E

3.5" 880K external floppy drive for all Amigas. Features low power drive with pass-through, 800K formatted per drive, 512 bytes per sector, 256 logical bytes per sector, 80 cylinders per diskette. \$229.00 *Phoenix Electronics, Inc.*

### Single Drive

Compact, low-wattage single external drive with pass-through, with 24 inch cable. \$139.99 *Comp-U-Save*

### The Master-3A

Amiga Disk Drive The Master 3A 3.5" Disk Drive for all Amiga Computers is the quietest, most reliable external drive available. Significantly smaller and slimmer than the 1010, The Master 3A comes with a 27 cable and is covered by a one year warranty. Low power consumption and a pass through allow daisy chaining of the drives. \$159.00 *Surfside Components International*

### TwinDrive

External 3.5" Dual Drive. Super slimline, low standby power, switch deselectable external drive. Quiet running, hinged front dust cover, round removable, metal cable. Powered by the Amiga or optional DC powerpack. No click when diskette removed. 12 month warranty. \$299.00 *Memory and Storage Technology, Inc. M.A.S.T.*

### UniDrive

External 3.5" Drive. Super slimline, low standby power, switch deselectable external drive. Quiet running, hinged front dust cover, round removable, metal cable. Powered by the Amiga or from external DC powerpack. Upward compatible with twin and tridrive. No click when diskette removed. 12 month warranty. \$159.00 *Memory and Storage Technology, Inc. M.A.S.T.*

## •Floppy Drives/Internal•

### A2010 3.5" Internal Floppy

3.5" horizontal floppy, no external power supply. Maximum transfer rate of 250 KB/sec.; reads an entire track at one time; supports fast data transfer rates. MFW read/write format, 880K storage capacity, double-sided/double density; formatted in 160 tracks with eleven 512 byte sectors each. Power supplied by the A2000 computer system. \$199.95 *Commodore Business Machines*

### 3.5" Floppy Drive

Internal 3.5 drive for the Amiga. \$159.00 *HHT Electronics*

### A2000-FD2010

Amiga 2000 3.5" internal floppy disk drive with Commodore color bezel, mounting hardware and dust door. \$99.00 *Great Valley Products*

### Air A2010

Internal 880K disk drive for A2000 series. Includes instructions and mounting hardware. \$150.00 *Advanced Integration Research*

### Dual 3.5" Drive

Includes power light, circuit breaker, more. Optional internal power supply. \$345.00; with internal power supply, \$395.00 *Comp-U-Save*

### Internal A2000 Drive

Features the same high quality Fujitsu drive as unidrive. It also includes our proprietary no-click logic to prevent the annoying click that occurs when a diskette is removed. Other features include low power, A2000 size bezel and a limited 12-month warranty. \$115.00 *Memory And Storage Technology, Inc. M.A.S.T*

### Internal 3.5" Disk Drive for A2000

Faster internal 3.5" drive. Dealer installation recommended. \$149.95 *Studio 7*

### PFD-135I

3.5" 880K internal floppy drive for the A2000. \$149.95 *Phoenix Electronics, Inc.*



# Drives

## ProDrive 2000

Internal disk drive for the A2000. \$129.95  
*Progressive Peripherals & Software*

## •Floppy Drives/Accessories•

### ECE Alignment Kit

Aligns Amiga 3.5 disk drives. Uses Analog Alignment Disk. ECE program disk contains graphic representations of signals on the Alignment disk. Includes board and cable, manual, more. Uses mouse or keyboard. (Function key template included.) \$175.00  
*ECE Research & Development*

## •Hard Drives/Kits•

### =MAX=

A hard disk construction project allowing you to install up to 4 IBM compatible hard drives of the ST 506/412 variety on any of the Amiga series computers. Works with many types of MFM, RLL, XT and AT controller boards - compatible with 68020 and 68030 CPUs also. The most flexible and about the fastest system in the industry. Requires some construction experience. Package includes: manual with illustrations, list of vendors where parts can be purchased (no parts supplied), hard disk exerciser/debugger, utility program with filecheck, diskcheck, and archive bit manipulation functions. \$99.00 US; add \$10. for overseas orders. *Palomax, Inc.*

### Escort Hard Drive Kit

Only item missing is the drive. Add your own 3.5 SCSI drive to the chassis (contains fan and power supply) and you have a complete hard drive system. Comes complete with EZ Format software, park programs, interface, cables and manual. \$229.95 *Expansion Technologies*

### Hard Disk-CR(kit)

Hard disk kit for A500 includes SCSI host/controller, hard disk enclosure, power supply, cables, and software. User supplies an embedded SCSI, 3.5 inch, Seagate drive to create the lowest cost A500 hard disk system. Optional 2MB RAM expansion available. Supports auto-boot, fast filing system, and includes hard disk utilities including partition and backup programs. \$319.95 *Synergy Peripheral Systems*

### Synergy Kit

Autobooting SCSI controller for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec Controllers. Low profile injection molded plastic case with power and drive access LED's on front panel.

Drive may be placed several feet away from computer. RAM expansion optional. All necessary components except drive. Fan, power supply, cables, enclosure. \$349.00  
*Pacific Peripherals*

## •Hard Drives/Accessories•

### A.L.F. (Amiga Loads Faster)

Adapter kit including hardware and software that lets you easily connect low-cost, IBM-compatible hard disks (even defective hard disks). Features shorter loading times, automatic installation and increased writing rate. Available in diskbootable and rebootable versions, as well as an autobootable version with a data transfer rate of approx. 400 kB/sec. Price on request  
*Pre'spect Technics Inc.*

Please see display ad page 43

### Advanced Autoboot Eprom Kit

Advanced eeprom kit with removable media support. Supports SyQuest and Bernoulli drives with Auto-Diskchange feature. \$149.00  
*Great Valley Products*

### IMPACT A500-2/0 RAM Autoboot Module

Amiga 500 2MB Add-On RAM Module Zero RAM Installed/2MB RAM Max. Provides autoboot directly from hard disk. Requires IMPACT A500-HD/xx. \$75.00  
*Great Valley Products*

### SA SCSI Adaptor WB1.3 Upgrade Kit

As with Commodore's release of the Amiga DOS 1.3 Enhancer, Comspec has continued support of the Amiga family of products with the SA SCSI adaptor WB1.3 Upgrade Kit. This kit enhances the SA1000 with a new version of the firmware and software that gives you new features such as: partitioning, FFS support, high capacity removable media and a custom partition. The kit includes new firmware, software and full instructions. Allows the SA1000 to Autoboot procedure. This method allows the user to boot from a floppy disk placed in drive DF0: without having to toggle any switches as in Comspec's propriety method. \$39.95  
*CDN Comspec Communications Inc.*

## •Hard Drives/Controllers (only)•

### ACB-4000

SCSI/ST-506 device controller allows any standard ST-506/412 hard drive to be used with any of C Ltd's SCSI host controllers. \$149.95 *C Ltd.*

### ACB-4070 SCSI/ST-506

RLL Device Controller allows any RLL certified ST-506/412 hard drive to be used with any of C Ltd's SCSI host/controllers. Used with a

properly certified RLL Hard Drive mechanism will provide 50% more storage capacity than standard ST-506/412 type controllers like the Commodore 2090. \$199.95 *C Ltd.*

### HardFrame/2000

Hi-end SCSI interface supports up to 7 devices and operates at bus speeds. Cable pinouts designed for compatibility with standard SCSI hard drives. Features word length data transfer, FIFO buffering, true DMA, mounted on a metal frame. Autobooting; automounting; does NOT require old file system partition; autoloads driver into RAM for fast operation. Works with overscan. \$329.00 with metal frame; \$299.00 without metal frame. *MicroBotics, Inc.*

Please see display ad page 11

### Hurricane 2800

Both an autobooting SCSI disc controller and synchronous 28 MegaHertz 68030 accelerator on one plug in card. Includes math co-processor options operating up to 33 MHz. The companion M2000 memory board is fully socketed for up to 4 MB of 32 bit fast memory in 1 MB increments. Price unavailable. *Ronin Research & Development, Inc.*

### StarDrive Module

An alternative to the MultiFunction module. Pseudo-DMA access to Macintosh compatible SCSI drives and other 3rd party SCSI devices. Fast, easy to install including driver software and disk diagnostics. Also includes battery backed clock to set your system time on boot-up. \$129.95 *MicroBotics, Inc.*

### KRONOS series controllers

KRONOS series controllers comply with published ANSI (American National Standards Institute) and SCSI (Small Computer Systems Interface) specifications, and are built on four-layer mil-spec type circuit boards with gold plated contacts. All IC chips and terminating resistor networks are fully socketed to insure ease of repair and future enhancements. C Ltd.'s KRONOS controllers are the only non-DMA controllers utilizing full bus wide 16-bit data transfer. They are so fast that the hard drive itself is now the limiting factor, an astounding 1009K/sec. data transfer rate. \$299.95 *C Ltd.*

### PCC

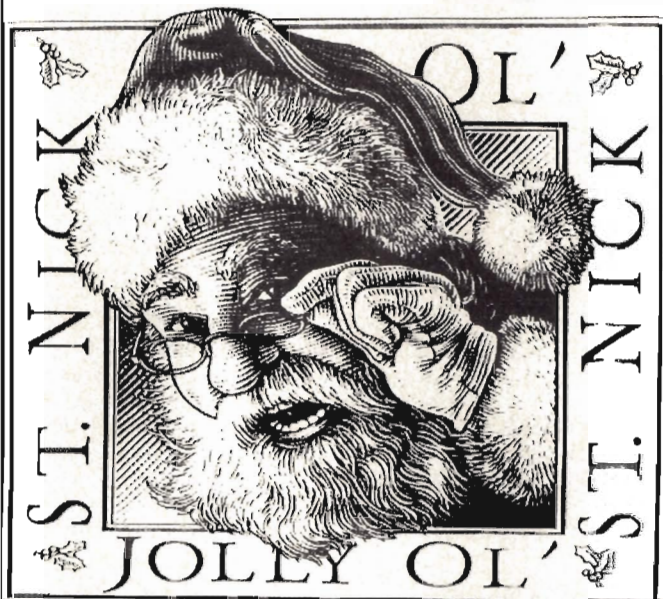
SCSI hard disk controller card for A1000 and A500. \$180.00 *Phoenix Electronics, Inc.*

### SA1000 SCSI Host Adaptor

The SA1000 provides a fast and easy to use method of connecting SCSI peripherals to the Amiga 1000. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable-media drives, tape backup units and even large



Merry Christmas  
and a  
Happy New Year!



Available at fine dealers, or order direct. Make check or money order payable to:



**Micro Momentum, Inc.**  
P.O. Box 372  
Washington Depot, CT 06794

Dealer Inquiries  
Invited

Please add \$1.50 for S&H. C.O.D.s add additional \$2.50. All products 90 day warranty.

Amiga is a registered trademark of CBM.

## Lons Fonts Vol. 1

A collection of seven 3D font sets in the Interchange format. Each set has complete upper/lower case letters, punctuation, and numbers! If you're into video or do animations, you need these fonts! \$29.95

## Momentum Check

A full featured checkbook management package that makes checkbook management easy. Class codes allow you to track any expense you wish. Use standard reports or create your own custom reports. Reconciliation is so easy! \$29.95

## Momentum Mail

An easy-to-use mailing list management program. Why fiddle with 300-page manuals and spend hundreds of dollars when it can be as easy and affordable as this! \$29.95

## TeleTutor

An interactive telecommunications tutorial. Everything about telecommunications in one place! Has a simulated BBS to practice uploading and downloading. \$29.95

## Uzzi Interface

A joystick/mouse interface with an auto-fire rate of 30 rounds/sec! Switch between auto and transparent mode. 4 ft. extension cable. Blow your game scores away! \$34.95

capacity optical drives. Full autoconfig compatibility; battery back-up clock; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user friendly workbench interface. The SA1000 provides the ability to load Kickstart from hard disk image, then boot workbench from floppy or hard disk. No modifications to the Amiga 1000 needed. \$389.00 *CDN Comspec Communications Inc.*

### SA2000 SCSI Host Adaptor

The SA2000 provides a fast and easy to use method of connecting SCSI peripherals to the Amiga 2000. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable media drives, tape backup units and even large capacity optical drives. Full autoconfig compatibility; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user friendly workbench interface. Also capable of being used as a filecard. \$215.00 *CDN Comspec Communications Inc.*

### SA500 SCSI Host Adaptor

The SA500 provides a fast and easy to use method of connecting SCSI peripherals to the Amiga 500. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable media drives, tape backup units and even large capacity optical drives. Full autoconfig compatibility; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user-friendly workbench interface. \$259.99 *CDN Comspec Communications Inc.*

### SCSI Interface Card

Comes complete with CSA's own Direct Memory Access (DMA) software. Uses faster access capability of CSA's 20, 40, and 80 MB hard drives. Interface to Bernoulli Box with removable 20 MB hard drive cartridges, CSA tape streaming back-up systems, and WORM optical drives. \$595.00 *Computer Systems Associates*

### SCSI-1000

Utilizes TRUE ANSI standard SCSI protocol. Capable of interfacing with a wide variety of SCSI devices including all brands of fixed and

removable hard drives, tape drives, scanners, printers, and other SCSI equipped computers. Includes full complement of formatting, diagnostic and disk repair utilities. SCSIInet 2.03 software and networking instructions also included. \$299.95 *C Ltd.*

### SCSI-1035

SCSI interface controller card. \$595.00 *Computer Systems Associates*

### SCSI-2000

Zorro-standard 100-pin-bus full-slot device that provides an internal SCSI connector and external DB-25 connector. Includes SCSIInet 2.03 software. \$199.95 *C Ltd.*

### SCSI-2506M

Provides the same features as the SCSI 2000, plus MFM support for two ST-506/412 hard drives. Provides internal connections for SCSI devices and internal connections for up to two ST 506/412 devices. External DB-25 type connector provided to support additional external SCSI devices. \$369.95 *C Ltd.*

### SCSI-2506R

Provides the same features as the SCSI 2000, plus RLL support for two RLL STT-506/412



# Drives

hard drives. Provides internal connections for SCSI devices as well as internal connections for up to two RLL ST 506/412 devices. External DB-25 type connector provided to support additional external SCSI devices. \$399.95 *C Ltd.*

## SCSI-500

Features full auto configuration, buss pass-through, three-source power supply option, and SCSInet 2.03 software. \$249.95 *C Ltd.*

## Supra SCSI Interface

SCSI interface board allows hard disks to be connected to A500s and A1000s. Includes RAM expansion capability, thorough instruction, excellent tech support. \$199.00 *Supra Corporation*

## •Hard Drives/Controllers (only) w/Autoboot Capability• (Items listed here are Autoboot capable-- in some cases Autoboot may be optional; please check with dealer or manufacturer)

## OverDrive

Autoboot DMA (Direct Memory Access) SCSI hardcard. 3.5 drives can be mounted directly on the card, in the drive bay or externally. 5.25 drives can be mounted in the drive bay or externally. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. Includes everything but drive. \$299.00 *Pacific Peripherals*

## A2090A Hard Disk Controller

Provides the interface between the Amiga 2000 and 2 ST506 compatible hard disks and up to 7 SCSI compatible disk devices. High-level command interpretation and exceptional handling. Mac Plus Hard Disk compatible; full autoconfig capability; full size Amiga card; connectors for 2 ST506-compatible hard disks. \$399.95 *Commodore Business Machines*

## HDA506

Hard drive adaptor for the Amiga 500 and 1000 Provides interface to ST-506 (IBM type) hard drives and MFM or RLL half-size controller cards. Enclosed in Amiga matching metal chassis with standard 86 pin passthrough. Autoboot socket for custom EPROM/PROM autoboot kit. Includes 3.5 software support disk with custom driver software compatible to AmigaDOS 1.3, 1.2 and FFS. Also has low-level formatter, disk verify, bad track re-mapping and head park utility. \$263.00 *Spirit Technology*

## HDA506-2 Slot Machine

Hard drive adaptor for Amiga 2000 Provides interface to ST-506 (IBM type) hard drives and MFM or RLL half-size controller cards.

Installs in any ZORRO slot in A2000 ZORRO expansion bus. Autoboot socket for custom EPROM/PROM autoboot kit. Includes 3.5 software support disk with custom driver software compatible to AmigaDOS 1.3, 1.2 and FFS. Also has low-level formatter, disk verify, bad track re-mapping and head park utility. Permits installation of 3.5 for 5.25 ST-506 hard drives in A2000 peripheral drive bays. Optional steel mounting plate for interior Hard Card installation of a 3.5 ST-506 hard drive. \$172.00 *Spirit Technology*

## SCSI Host 2000

SCSI controller for the A2000 features auto-configuration, auto-boot from hard disk, supports fast filing system, includes software. 3.5 inch slimline hard drive can be mounted on the board. \$179.95 *Synergy Peripheral Systems*

## ToolBox Hard Drive Interface

This A2000 hard drive interface features SCSI, DMA, autoboot, DB25 expansion connector (for other SCSI devices) and 100% Amiga compatible. Mount your 3.5 inch hard drive right on the card, all cables included. Guaranteed compatibility in the ToolBox. Performance information available. \$229.95 *Expansion Technologies*

## Trumpcard

Loads DPAINT 2 in 1.4 seconds, identical speed as DMA to cache type controllers costing hundreds more. Exclusive IVS SMARTBOOT autoboots all drives (including Seagate) from cold start. Up to 7 SCSI drives can be daisy chained to one Trumpcard. Full support of Logical Units with Adaptec controllers. Supports all Quattrum, Seagate and Miniscribe drives. User customizable driver supports virtually any SCSI hard disk drive. The list includes over 15 devices and is growing. Half length card takes only 1/2 slot. Optional brackets mount 3.5 drives to card. Exclusive IVS checklist configuration software makes hard drive setup a breeze. 2ft.50pin SCSI cable included with every Trumpcard. Full 1 year warranty parts and labor. \$199.95 *Interactive Video Systems*

## WordSync Interface for A2000

Hard disk interface for A2000 can be mounted as hard card or used in other configurations. Revolutionary design introduced in July '89 allows super smooth video, sound, etc. with no rude interruptions for hard drive access. Includes everything that comes with A2000 Supra Drive except hard disk. Autoboots from FFS partition. \$145.00 *Supra Corporation*

## Hurricane 2800

Both an autobooting SCSI disc controller and synchronous 28 MHz 68030 accelerator on one plug in card. Includes math co-processor options operating up to 33 MHz. The

companion M2000 memory board is fully socketed for up to 4 MB of 32 bit fast memory in 1 MB increments. Price unavailable. *Ronin Research & Development, Inc.*

## Synergy

Autobooting SCSI controller for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec Controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Controller only. \$249.00 *Pacific Peripherals*

## Trumpcard 500

HC Trumpcard 500 HC autoboots directly to FFS partitions if desired. Automatic detection of volume change on Syquest removable media drives is included at no charge. Half length card uses 256K x 8 or 1M x 8 SIMMs for 512K, 1M, 2M or 4Mbytes of RAM. Naturally, it is upwardly compatible with the 2000. \$269.95 *Interactive Video Systems*

## IMPACT A2000-2/2

Amiga 2000 Hard Disk SCSI/RAM DMA Autobooting Controller with 2MB RAM Expansion Installed. Multi-function design provides 2mb RAM expansion and SCSI hard disk controller in a single A2000 expansion slot. \$699.00 *Great Valley Products*  
Please see display ad inside front cover

## IMPACT A2000-2/0

Amiga 2000 hard disk SCSI/RAM DMA Autobooting controller with 2MB Max. RAM Expansion; Zero RAM Installed. Multi-function design provides 2mb RAM expansion and SCSI hard disk controller in a single A2000 expansion slot. \$325.00 *Great Valley Products*

## Kronos/2000 SCSI Host

The Kronos /2000 is the fastest non-DMA SCSI Host/ Controller available for the Amiga A-2000 computer and faster than or equal to any DMA controller. Featuring full auto-boot, and SCSInet allowing Auto-boot and accessing of several computers from the same hard drive. Works with ALL SCSI hard drives. \$299.95 *C Ltd.*

## Kronos/500 SCSI Host

The Kronos/500 is the fastest SCSI Host/ Controller available for the Amiga A-500 computer. Featuring full autoboot, and SCSInet allowing autoboot and accessing of several computers from the same hard drive. Works with ALL SCSI hard drives. \$349.95 *C Ltd.*



## •Hard Drives/Complete•

### AM-1308/1000

Hard disk drive for the A1000 includes SCSI host/controller, 1.308GB hard disk drive. Features 13m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller, and fan-cooled metal enclosure with an internal power supply. Shipped with cables and fully formatted. Includes 10 megabytes of public domain and commercial programs installed. \$7999.95 *C Ltd.*

### AM-1308/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 1.308GB hard disk drive. Features 13m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller, and fan-cooled metal enclosure with an internal power supply. Shipped with cables and fully formatted. Includes 10 megabytes of public domain and commercial programs installed. \$7899.95 *C Ltd.*

### AM-1308/500

Hard disk drive for the A500 includes SCSI host/controller, 1.308Gb hard disk drive. Features 13m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller, and fan-cooled metal enclosure with an internal power supply. Shipped with cables and fully formatted. Includes 10 megabytes of public domain and commercial programs installed. \$7949.95 *C Ltd.*

### AM-161/1000

Hard disk drive for the A1000 includes SCSI host/controller, 161.02MB hard disk drive. Features 18m/sec. avg. access time, built-in 16K R/W buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables and 10 megabytes of public domain and commercial demonstration programs installed. \$2899.95 *C Ltd.*

### AM-161/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 161.02Mb hard disk drive. Features 18m/sec. avg. access time, built-in 16K R/W buffer on the hard drive SCSI Controller, and fan-cooled molded plastic enclosure with internal power supply. \$2799.95 *C Ltd.*

### AM-161/500

Hard disk drive for the A500 includes SCSI host/controller, 161.02Mb hard disk drive. Features 18m/sec. avg. access time, built-in 16K R/W buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. \$2849.95 *C Ltd.*

### AM-21/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 21.18MB hard disk drive.

Features 85m/sec. avg. access time, built-in 2KR/W buffer on the hard drive SCSI controller. Shipped with cables and 10 megabytes of public domain and commercial demonstration programs installed. \$699.95 *C Ltd.*

### AM-24/1000

Hard disk drive for the A1000 includes SCSI host/controller, 23.85MB hard disk drive. Features 65m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables. Fully formatted, tested, with 10 megabytes of public domain and commercial demonstration programs installed. \$999.95 *C Ltd.*

### AM-24/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 23.85MB hard disk drive. Features 65 m/sec. avg. access time, built-in R/W buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables. Fully formatted, tested, with 10 megabytes public domain and commercial demonstration programs installed. Mounts internally in the 5.25 drive bay. \$799.95 *C Ltd.*

### AM-24/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 23.85MB hard disk drive. Features 65 m/sec. avg. access time, built-in R/W buffer on the hard drive SCSI controller and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables. Fully formatted, tested, with 10 megabytes public domain and commercial demonstration programs installed. \$899.95 *C Ltd.*

### AM-24/500

Hard disk drive for the A500 includes SCSI host/controller, 23.85Mb hard disk drive. Features 65 m/sec. avg. access time, built-in R/W buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables. Fully formatted, tested, with 10 megabytes public domain and commercial demonstration programs installed. \$949.95 *C Ltd.*

### AM-31/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 31.77MB hard disk drive. Features 85m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller. Shipped with cables, formatted and tested. 10 megabytes of public domain and commercial demonstrations installed. \$899.95 *C Ltd.*

### AM-332/1000

Hard disk drive for the Amiga 1000. Includes SCSI host/controller and 332.04 megabyte hard drive. Features 18 m/sec. avg. access

time, a built-in 16K R/W buffer on the hard drive SCSI controller and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and demonstration programs installed. \$4499.95 *C Ltd.*

### AM-332/2000X

Hard disk drive for the Amiga 2000. Includes SCSI host/controller and 332.04 megabyte hard drive. Features 18 m/sec. avg. access time, a built-in 16K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and demonstration programs installed. \$4399.95 *C Ltd.*

### AM-332/500

Hard disk drive for the Amiga 500. Includes SCSI host/controller and 332.04 megabyte hard drive. Features 18 m/sec. avg. access time, a built-in 16K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and demonstration programs installed. \$4449.95 *C Ltd.*

### AM-34/1000

Hard disk drive for the A1000 includes SCSI host/controller, 34.45MB hard disk drive. Features 65m/sec. avg. access time, built-in 8K buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1249.95 *C Ltd.*

### AM-34/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 34.45MB hard disk drive. Features 65m/sec. avg. access time, built-in 8K buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. Mounts internally in the 5.25 in. drive bay. \$999.95 *C Ltd.*

### AM-34/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 34.45MB hard disk drive. Features 65m/sec. avg. access time, built-in 8K buffer on the hard drive SCSI controller and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1149.95 *C Ltd.*



# Drives

## AM-34/500

Hard disk drive for the A500 includes SCSI host/controller, 34.45MB hard disk drive. Features 65m/sec. avg. access time, built-in 8K buffer on the hard drive SCSI controller, and fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1199.95 *C Ltd.*

## AM-51/1000

Hard disk drive for the A1000 includes SCSI host/controller, 51.68MB hard disk drive. Features 65 m/sec. avg. access time, a built-in 8K buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1499.95 *C Ltd.*

## AM-51/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 51.68MB hard disk drive. Features 40 m/sec. avg. access time, a built-in 8K buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1299.95 *C Ltd.*

## AM-51/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 51.68MB hard disk drive. Features 40 m/sec. avg. access time, a built-in 8K buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1399.95 *C Ltd.*

## AM-51/500

Hard disk drive for the A500 includes SCSI host/controller, 51.68MB hard disk drive. Features 65 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI controller, and fan-cooled plastic enclosure with internal power supply. Shipped with cables. \$1449.95 *C Ltd.*

## AM-65/1000

Hard disk drive for the A1000 includes SCSI host/controller, 65.50MB hard disk drive. Features 40m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial programs installed. \$1699.95 *C Ltd.*

## AM-65/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 65.50MB hard disk drive.

Features 40m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial programs installed. Mounts internally in the 5.25 in. drive bay. \$1499.95 *C Ltd.*

## AM-65/2000X

Hard disk drive for the A2000 includes SCSI host/controller, 65.50MB hard disk drive. Features 40m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial programs installed. Mounts internally in the 5.25 in. drive bay. \$1599.95 *C Ltd.*

## AM-65/500

Hard disk drive for the A500 includes SCSI host/controller, 65.50MB hard disk drive. Features 40m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI controller, and a fan-cooled molded plastic enclosure with internal power supply. Shipped with cables, fully formatted and tested. 10 Megabytes of public domain and commercial programs installed. Mounts internally in the 5.25 in. drive bay. \$1649.95 *C Ltd.*

## AM-71/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 71.65MB hard disk drive. Features 28 m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. Mounts internally in the 3.5 in. drive bay. \$1999.95 *C Ltd.*

## AM-72/2000I

Hard disk drive for the A2000 includes SCSI host/controller, 72.06MB hard disk drive. Features 23 m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. Mounts internally in the 5.25 in. drive bay. \$1999.95 *C Ltd.*

## AM-75/1000

Hard disk drive for the A1000 includes SCSI host/controller, 75.35MB hard disk drive. Features 30 m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. 10 megabytes of public domain and commercial demonstration programs installed. \$1899.95 *C Ltd.*

## AM-75/500

Hard disk drive for the A500 includes SCSI host/controller, 75.35MB hard disk drive. Features 30 m/sec. avg. access time, built-in 64K R/W buffer on the hard drive SCSI controller. Shipped with cables, fully formatted and tested. 10 megabytes of public domain and commercial demonstration programs installed. \$1849.95 *C Ltd.*

## DHA-20

20 megabyte fast DMA internal hard drive. \$595.00 *Computer Systems Associates*

## DHA-40

40 megabyte fast DMA internal hard drive. \$795.00 *Computer Systems Associates*

## DHA-80

80 megabyte fast DMA internal hard drive. \$1095.00 *Computer Systems Associates*

## FIP 20

DMA hard drive system for the Amiga 1000. Custom silicon provides 1 to 1 sector interleaving, on board sector buffers, and a highly optimized instruction set. The system can control up to 4 ST 506/412 drives. Class B approved and available now. \$995.00 *Mills Industries, Inc.*

## PHC-2000

Hard card-type SCSI for the A2000. 30MB. \$599.00 *Phoenix Electronics, Inc.*

## PHC-2000

Hard card-type SCSI for the A2000. 40MB. \$699.00 *Phoenix Electronics, Inc.*

## PHC-2000

Hard card-type SCSI for the A2000. 20MB. \$499.00 *Phoenix Electronics, Inc.*

## PHD 20

20MB Hard drive for the A500 and A1000. With SCSI interface, 3.5 form factor, internal power supply. PHD 20. \$624.00 *Phoenix Electronics, Inc.*

## PHD 40

40MB Hard drive for the A500 and A1000. With SCSI interface, 3.5 form factor, internal power supply. PHD 40. \$900.00 *Phoenix Electronics, Inc.*

## PHD-1000

Hard disk drive features SCSI interface command set, pass-through, auto configuration, internal power supply with capability for RAM card additions. Pre-formatted drive with demo and public domain software. Data transfer at 4 mb/sec, average access time 35 milliseconds. Circuit breaker and on/off switch. Benchmark results available. 40MB. \$1400.00 *Phoenix Electronics, Inc.*



## PHD-1000

Hard disk drive features SCSI interface command set, pass-through, auto configuration, internal power supply with capability for RAM card additions. Pre-formatted drive with demo and public domain software. Data transfer at 4MB/sec, average access time 35 milliseconds. Circuit breaker and on/off switch. Benchmark results available. 20 MB. \$899.00 *Phoenix Electronics, Inc.*

## PHD-1000

Hard disk drive features SCSI interface command set, pass-through, auto configuration, internal power supply with capability for RAM card additions. Pre-formatted drive with demo and public domain software. Data transfer at 4 MB/sec, average access time 35 milliseconds. Circuit breaker and on/off switch. Benchmark results available. 60MB. \$1500.00 *Phoenix Electronics, Inc.*

## SCX-1308

External hard drive subsystem includes 1.308GB hard disk drive, featuring 13 m/sec. avg. access time, built-in 64K R/W buffer on the SCSI controller, and fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration programs. \$7799.95 *C Ltd.*

## SCX-161

External hard drive subsystem includes 161.02MB hard disk drive, featuring 18 m/sec. avg. access time, built-in 16K buffer on the SCSI controller, and fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration programs. \$2699.95 *C Ltd.*

## SCX-24

External hard drive subsystem includes 23.85MB hard disk drive, featuring 65m/sec. avg. access time, built-in buffer on the SCSI controller, and fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration programs. \$799.95 *C Ltd.*

## SCX-332

External hard drive subsystem includes 332.04MB hard disk drive, featuring 18m/sec. avg. access time, built-in R/W buffer on the hard drive SCSI controller and fan-cooled metal enclosure with internal power supply. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial programs. \$4299.95 *C Ltd.*

## SCX-34

External hard drive subsystem. Includes 34.45MB hard disk drive featuring 65 m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI. Fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration software. \$1049.95 *C Ltd.*

## SCX-51

External hard drive subsystem. Includes 51.68 MB hard disk drive featuring 65 m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI. Fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration software. \$1299.95 *C Ltd.*

## SCX-65

External hard drive subsystem. Includes 65.50 MB hard disk drive featuring 40 m/sec. avg. access time, built-in 8K R/W buffer on the hard drive SCSI. Fan-cooled metal enclosure with internal power supply. Shipped with cables, fully formatted and tested. Includes 10 megabytes of public domain and commercial demonstration software. \$1499.95 *C Ltd.*

## The Vault

Finally, the hard drive you've been waiting for; quality without a high price. New technology allows The Vault to be plugged into either the A500 or the A1000. The Vault comes complete with 1.3 FFS, CLIMATE software utility program, its own power supply and complete testing and installation instructions. The Vault sizes range from 20 mb to 120 mb. \$599.95-\$1099.95 *Progressive Peripherals & Software*

## Tiny Tiger 180Meg

18ms external 180Meg hard drive for all Amigas. Connected via the parallel interface, this drive offers a transfer rate of 500K per second. Every drive is shipped with Ultra DOS™ by Free Spirit Software Inc. 18 month warranty. \$1599.00 *Memory And Storage Technology, Inc. M.A.S.T.*

## Tiny Tiger 30Meg

40ms external 30Meg hard drive for the entire Amiga family. Connected via the parallel interface, this drive offers a transfer rate of 500K per second. Every drive is shipped with Ultra DOS™ by Free Spirit Software Inc. 12 month warranty. \$629.00 *Memory And Storage Technology, Inc. M.A.S.T.*

## Tiny Tiger 50Meg

40ms external 50Meg hard drive for the entire Amiga family. Connected via the parallel interface, this drive offers a transfer rate of 500K per second. Every drive is shipped with Ultra DOS™ by Free Spirit Software Inc. 12 month warranty. \$699.00 *Memory And Storage Technology, Inc. M.A.S.T.*

## Tiny Tiger 90Meg

18ms external 90Meg hard drive for the entire Amiga family. Connected via the parallel interface, this drive offers a transfer rate of 500K per second. Every drive is shipped with Ultra DOS™ by Free Spirit Software Inc. 18 month warranty. \$1129.00 *Memory And Storage Technology, Inc. M.A.S.T.*

## Hard Drive 20Mb+

Hard drives for the Amiga with memory expansion slot. 20MB and up. 20MB with expansion. \$695.00 *Comp-U-Save*

## •Hard Drives/Complete /With Autoboot Capability•

(Items listed here are Autoboot capable-- in some cases Autoboot may be optional; please check with dealer or manufacturer)

## FastCard Jr.

Card features Xetec's DMax hardware, autoboot ROM, autoconfig circuitry. Macintosh compatible 25 pin SCSI external connector, internal 50 pin SCSI connector. FastTrak disk with utilities. Manual and Miniscribe 8425S drive with 68 ms access. Order #FC20-020. \$599.95 *Xetec, Inc.*

## FastCard M150

Same as FastCard Q40 except drive is a 5 1/4 Micropolis 1674-7 with 16 ms access. 154 Meg formatted capacity, and 64 cache buffer. This drive mounts in the 5 1/4 bay of the A2000. Order #FC20-150 \$1999.95 *Xetec, Inc.*

## FastCard Q40

Same as FastCard Jr. except drive is a Quantum ProDrive 40S with 19 ms access. 42 Meg formatted capacity, and 64 cache buffer. Order #FC20-040 \$999.95 *Xetec, Inc.*

## FastCard Q80

Same as FastCard Q40 except drive is a Quantum ProDrive 80S with 19 ms access. 84 Meg formatted capacity, and 64 cache buffer. Order #FC20-080 \$1399.95 *Xetec, Inc.*

## FastTrak Jr.

This system includes SA-5 SCSI Host Adaptor with autoboot ROM. SH-20 enclosure. Miniscribe 8425S drive with 68 ms access time. Manual. FastTrak disk with utilities and shielded SCSI cable. A500, \$699.95; A1000, \$749.95 *Xetec, Inc.*

## FastTrak M150

System is the same as Q40 except drive is a Micropolis 1674-7 with 16 ms access and 154 Meg formatted capacity plus 64K cache buffer. A500, \$2099.95; A1000, \$2149.95 *Xetec, Inc.*



# Drives

## FastTrak Q40

This system includes SA-5 SCSI Host Adaptor with autoboot ROM. SH-40 enclosure with fan. Quantum ProDrive 40S with 19 ms access and 42 Meg formatted capacity plus 64K cache buffer, manual, FastTrack disk with utilities and shielded SCSI cable. A500, \$1099.95; A1000, \$1149.95 *Xetec, Inc.*

## FastTrak Q80

This system is the same as Q40 except drive is a Quantum ProDrive 80S with 19 ms access and 84 Meg formatted capacity plus 64K cache buffer. A500, \$1499.95; A1000, \$1549.95 *Xetec, Inc.*

## Fireball 136meg

A hard drive on a card, for the Amiga 2000, features SCSI interface and drive, True DMA, and autoboot. Fireball is very fast, low cost and allows 50 pin SCSI pass thru. \$1509.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Fireball 182meg

A hard drive on a card, for the Amiga 2000, features SCSI interface and drive, True DMA, and autoboot. Fireball is very fast, low cost, and allows 50 pin SCSI pass thru. \$1759.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Fireball 30meg

A hard drive on a card, for the Amiga 2000, features SCSI interface and drive, True DMA, and autoboot. Fireball is very fast, low cost and allows 50 pin SCSI pass thru. \$609.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Fireball 50meg

A hard drive on a card, for the Amiga 2000, features SCSI interface and drive, True DMA, and autoboot. Fireball is very fast, low cost and allows 50 pin SCSI pass thru. \$739.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Fireball 90meg

A hard drive on a card, for the Amiga 2000, features SCSI interface and drive, True DMA, and autoboot. Fireball is very fast, low cost and allows 50 pin SCSI pass thru. \$1209.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Hard Disk Plus-20

Hard disk for the A500, includes SCSI host/controller, 20MG hard drive. Supports up to 14 drives. Optional 2MB RAM expansion available. Supports auto-boot, fast filing system, and includes hard disk utilities including partition and backup programs. \$749.95 *Synergy Peripheral Systems*

## IMPACT A2000-HC/20

20MB SCSI hard drive mounted on SCSI autoboot, DMA controller. \$599.00 *Great Valley Products*

Please see display ad inside front cover

## IMPACT A2000-HC/30

30MB SCSI hard drive mounted on SCSI autoboot, DMA controller. \$699.00 *Great Valley Products*

Please see display ad inside front cover

## IMPACT A2000-HC/40Q

40MB Quantum SCSI hard drive (19/11ms Avg. Access) mounted on SCSI autoboot, DMA controller. \$849.00 *Great Valley Products*

Please see display ad inside front cover

## IMPACT A2000-HC/45

45MB SCSI hard drive mounted on SCSI autoboot, DMA controller. 28ms average access time. \$799.00 *Great Valley Products*

Please see display ad inside front cover

## IMPACT A2000-HC/80Q

80MB Quantum SCSI hard drive (19/11ms Avg. Access) mounted on SCSI autoboot, DMA controller. \$1299.00 *Great Valley Products*

Please see display ad inside front cover

## OverDrive 100

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 100 megabyte hardcard system. \$1199.00 *Pacific Peripherals*

## OverDrive 130

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 130 megabyte system. Requires use of drive bay. \$1249.00 *Pacific Peripherals*

## OverDrive 20

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 20 megabyte hardcard system. \$575.00 *Pacific Peripherals*

## OverDrive 32

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 32 megabyte hardcard system. \$619.00 *Pacific Peripherals*

## OverDrive 47

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 47 megabyte hardcard system. \$649.00 *Pacific Peripherals*

## OverDrive 62

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 62 megabyte system. Requires use of drive bay. \$749.00 *Pacific Peripherals*

## OverDrive 82

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 82 megabyte system. Requires use of drive bay. \$849.00 *Pacific Peripherals*

## Supra Drive for A2000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 30MB. \$649.00 *Supra Corporation*

## Supra Drive for A2000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 45MB. \$749.00; \$1295.00 with 80mb and Quantum ProDrive *Supra Corporation*

## Supra Drive for A500 and A1000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 45MB. \$1195.00 *Supra Corporation*

## Supra Drive for A500 and A1000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 250MB. \$3995.00 *Supra Corporation*



## Supra Drive for A500 and A1000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 45mb/60mb. A500-\$899.00/1049.00; A1000-\$995.00/1195.00 *Supra Corporation*

## Supra Drive for A500 and A1000

Hard card includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLI mate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions-MS-DOS partitions with Bridgeboard. Includes clear, thorough manual of hard disk hints and tips. 20MB. \$599.00 A500; \$699.00 A1000 *Supra Corporation*

## •Hard Drives/Complete/Autoboot Capability/Expansion Memory Capability•

(Items listed here are Autoboot capable and have expanded memory capability--in some cases Autoboot and/or memory may be optional; please check with dealer or manufacturer.)

### 30MB Seagate Bundle

A2000-2/0 bundled with 3 1/2 SCSI ST138N. 2mb RAM expansion capability, 0K installed. \$749.00 *Great Valley Products*  
Please see display ad inside front cover

### 30MB Seagate Bundle

A2000-2/2 controller bundled with 3 1/2 SCSI ST138N includes 2MB RAM Installed. \$1099.00 *Great Valley Products*  
Please see display ad inside front cover

### 40MB Quantum Bundle

A2000-2/0 controller bundled with 3 1/2 SCSI ProDrive 40S. 2MB RAM expansion capability, 0K installed. \$899.00 *Great Valley Products*  
Please see display ad inside front cover

### 40MB Quantum Bundle

A2000-2/2 controller bundled with 3 1/2 SCSI ProDrive 40S includes 2MB RAM Installed. \$1299.00 *Great Valley Products*  
Please see display ad inside front cover

### 46MB Seagate Bundle

A2000-2/2 controller bundled with 3 1/2 SCSI ST157N includes 2MB RAM Installed. \$1149.00 *Great Valley Products*

## 48MB Seagate Bundle

A2000-2/0 controller bundled with 3 1/2 SCSI ST157N. 2MB RAM expansion capability, 0K installed. \$799.00 *Great Valley Products*

## 80MB Quantum Bundle

A2000-2/2 controller bundled with 3 1/2 SCSI ProDrive 80S includes 2MB RAM Installed. \$1699.00 *Great Valley Products*  
Please see display ad inside front cover

## 80MB Quantum Bundle

A2000-2/0 controller bundled with 3 1/2 SCSI ProDrive 80S. 2MB RAM expansion capability, 0K installed. \$1350.00 *Great Valley Products*  
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## Hard Disk Plus-30

Hard disk drive for A500, includes SCSI host/controller. 30MB hard drive. Supports up to 14 drives. Optional 2MB RAM expansion available. Supports autoboot, fast filing system and includes hard disk utilities including partition and backup programs. \$899.95 *Synergy Peripheral Systems*

## Hard Disk Plus

Custom hard disk drive for A500, includes host/controller, custom installation and checkout of a customer requested hard drive. Supports up to 14 drives. Optional 1 MB RAM expansion available. Supports autoboot, fast filing system and includes hard disk. Price determined by size. *Synergy Peripheral Systems*

## IMPACT A500-HD/20 Subsystem

Amiga 500 20MB Hard Drive System Includes: SCSI control, drive, power supply, fan, RAM expansion, slot & chassis. \$650.00 *Great Valley Products*

## IMPACT A500-HD/30 Subsystem

Amiga 500 30MB Hard Drive System Includes: SCSI control, drive, power supply, fan, RAM expansion, slot & chassis. \$800.00 *Great Valley Products*

## IMPACT A500-HD/40Q Subsystem

Amiga 500 40MB Hard Drive System Includes: SCSI control, power supply, fan, RAM expansion, slot & chassis (Quantum HD 19/11ms Avg. Access). \$999.00 *Great Valley Products*

## IMPACT A500-HD/45 Subsystem

Amiga 500 46MB Hard Drive System Includes: SCSI control, drive, power supply, fan, RAM expansion, slot & chassis. 28ms average access time. \$899.00 *Great Valley Products*

## IMPACT A500-HD/80Q Subsystem

Amiga 500 80MB Hard Drive System Includes: SCSI control, power supply, fan, RAM expansion, slot & chassis (Quantum HD 19/11ms Avg. Access). \$1425.00 *Great Valley*

## Products

### Supra Drive for A500 and A1000

Hard disk drive includes formatting and utilities software, SCSI expansion port, RAM expansion capability, more. 30MB. A500 autoboots from FFS partition. Compatible with RAM, digitizers and other boards. \$749.00 A500; \$849.00 A1000 *Supra Corporation*

### Synergy 134

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 134 megabyte system. \$1449.00 *Pacific Peripherals*

### Synergy 162

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 162 megabyte system. \$1599.00 *Pacific Peripherals*

### Synergy 20

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 20 megabyte system. \$679.00 *Pacific Peripherals*

### Synergy 32

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 32 megabyte system. \$749.00 *Pacific Peripherals*

### Synergy 47

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or



# Drives

14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 47 megabyte system. \$799.00 *Pacific Peripherals*

## Synergy 62

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 62 megabyte system. \$899.00 *Pacific Peripherals*

## Synergy 82

Autobooting SCSI controller and drive for the A500. Includes automatic installation software and utility to backup hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Complete 82 megabyte system. *Pacific Peripherals*

## •Hard Drives/Interfaces•

### The WEDGE

Affordable Amiga hard drive interface. The WEDGE allows you to use low-cost IBM hard drives on the A500 and A1000. Requires DTC 5150 or 5160 controller card. Comes complete with set-up software. Complete hard drive systems and component parts available. \$160.00 (A500), \$145.00 (A1000) *RSI*

## •Hard Drives Only•

### ESDI Model 1350

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1350. Capacity 85-170 MB 23 m/sec. \$1490.00-1690.00 *Micropolis Corporation*

### ESDI Model 1558-15

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1558-15. Capacity 382 MB, 18 m/sec. \$2820.00 *Micropolis Corporation*

### ESDI Model 1650

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1650. Capacity 104-182 MB, 16 m/sec. \$1695.00 *Micropolis Corporation*

### SCSI Model 1370

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1370. Capacity 85-170MB, 23 m/sec. \$1670.00-1875.00 *Micropolis Corporation*

### SCSI Model 1578-15

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1578-15. Capacity 382 MB, 18 m/sec. \$2820.00 *Micropolis Corporation*

### SCSI Model 1670

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1670. Capacity 104-182 MB, 16 m/sec. \$1695.00 *Micropolis Corporation*

### ST-506 Model 1320

Compatible with the Commodore host/controller, C-LTD host/controller and others. Model 1320. Capacity 42-85 MB, 28 m/sec. \$799.00-1180.00 *Micropolis Corporation*

### SCI-21

Hard disk drive subsystem for the A2000 can be mounted in the 3.5" drive bay. Requires SCSI host/controller. Includes a 21.18 MB hard disk drive, featuring 85 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$599.95 *C Ltd.*

### SCI-24

Hard disk drive subsystem for the A2000 can be mounted in the 5.25" drive bay. Requires SCSI host/controller. Includes a 23.85 MB hard disk drive, featuring 65 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$549.95 *C Ltd.*

### SCI-31

Hard disk drive subsystem for the A2000 can be mounted in the 3.5" drive bay. Requires SCSI host/controller. Includes a 31.77 MB hard disk drive, featuring 85 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$499.95 *C Ltd.*

### SCI-34

Hard disk drive subsystem for the A2000 can be mounted in the 5.25" drive bay. Requires SCSI host/controller. Includes a 34.45 MB hard disk drive, featuring 65 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$599.95 *C Ltd.*

### SCI-51

Hard disk drive subsystem for the A2000 can be mounted in the 5.25" drive bay. Requires SCSI host/controller. Includes a 51.68 MB hard disk drive, featuring 65 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$899.95 *C Ltd.*

### SCI-65

Hard disk drive subsystem for the A2000 can be mounted in the 5.25" drive bay. Requires SCSI host/controller. Includes a 65.50 MB hard disk drive, featuring 40 m/sec. avg. access time, built-in 8K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$1399.95 *C Ltd.*

### SCI-71

Hard disk drive subsystem for the A2000 can be mounted in the 3.5" drive bay. Requires SCSI host/controller. Includes a 71.65MB hard disk drive, featuring 23 m/sec. avg. access time, built-in 64K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$1899.95 *C Ltd.*

### SCI-72

Hard disk drive subsystem for the A2000 can be mounted in the 5.25" drive bay. Requires SCSI host/controller. Includes a 72.05MB hard disk drive, featuring 23 m/sec. avg. access time, built-in 64K R/W buffer on the SCSI device. Shipped with cables, fully tested and formatted. Includes 10 megabytes of public domain and commercial demonstration programs. \$1899.95 *C Ltd.*

### SD 20

20 MB hard disk drive for the Amiga. \$1399 Canadian *Comspec Communications Inc.*

### SD 40

40 MB hard disk drive for the Amiga. \$1765 Canadian *Comspec Communications Inc.*

### SD 60

60 MB hard disk drive for the Amiga. \$1825 Canadian *Comspec Communications Inc.*

### SSD 20

The SSD 20 is an external hard drive subsystem utilizing the SSD chassis and a 20 MB 5.25" half height drive featuring 65 m/sec. average access time. Shipped with all necessary cables, fully formatted and tested. SCSI host adaptor required. (SA500, SA1000 or SA2000 recommended) \$1,437.00 *CDN Comspec Communications Inc.*



## SSD 40

The SSD 40 is an external hard drive subsystem utilizing the SSD chassis and a 40MB 5.25 half height drive featuring 65 m/sec. average access time. Shipped with all necessary cables, fully formatted and tested. SCSI host adaptor required. (SA500, SA1000 or SA2000 recommended) \$1,735.00 *CDN Comspec Communications Inc.*

## ToolBox 32MB

Hard drive uses the ToolBox A2000 hard drive interface with ST138N Seagate drive. \$749.95 *Expansion Technologies*

## ToolBox 48MB

Hard drive uses the ToolBox A2000 hard drive interface with ST157N Seagate drive. \$799.95 *Expansion Technologies*

## •Optical Drives•

### AM-800W/1000

Removable media WORM (write once read many) optical disk drive system for the A1000. Includes SCSI host/controller, 801.63MB optical disk drive. Uses removable media floppy type disks with 400.81 Megabytes capacity on each side. Features built-in 16K R/W buffer. Uses 5.25 high density optical disks. (Retail \$200.00 ea.) Shipped with cables, fully tested. Certified formatted disk included. \$5999.95 *C Ltd.*

### AM-800W/2000X

Removable media WORM (write once read many) optical disk drive system for the A1000. Includes SCSI host/controller, 801.63Mb optical disk drive. Uses removable media floppy type disks with 400.81 Megabytes capacity on each side. Features built-in 16K R/W buffer. Uses 5.25 in. high density optical disks. (Retail \$200.00 ea.) Shipped with cables, fully tested. Certified formatted disk included. \$5899.95 *C Ltd.*

### AM-800W/500

Removable media WORM (write once read many) optical disk drive system for the A1000. Includes SCSI host/controller, 801.63Mb optical disk drive. Uses removable media floppy type disks with 400.81 Megabytes capacity on each side. Features built-in 16K R/W buffer. Uses 5.25 in. high density optical disks. (Retail \$200.00 ea.) Shipped with cables, fully tested. Certified formatted disk included. \$5949.95 *C Ltd.*

### Ricoh RO-5030E

Ricoh RO-5030E 5 1/4-inch disk drive provides speedy data access in only 71 milliseconds and offers 594 megabytes of fully rewritable storage on a removable, two-sided magneto-optical disk. Its sustained data transfer rate is up to 100 kilobytes per second for recording and up to 300 for reading, and

has been incorporated into MS-DOS and IBM OS/2-compatible systems. Uses highly reliable constant angular velocity (CAV) tracking, yielding an outstanding error rate of about one in every 10-12 bits read. Cartridge sold separately for \$250.00. \$3800.00 *Ricoh Corporation*

### SCX-800W

800 MB removable media WORM (write once read many) optical disk drive includes an 801.63 MB drive and uses removable media floppy disks. Features built-in 16K R/W buffer and molded plastic case with internal power supply. Uses specially prepared 5.25 high density optical compact disks. (Retail \$200.00 each.) Shipped with cables, fully tested. Includes certified, formatted disk. \$5799.95 *C Ltd.*

### WORM-800

800 megabyte optical laser disk drive. \$5995.00 *Computer Systems Associates*

## •Removable Media Drives•

### AM-10R/1000

Removable media disk drive for the A1000 includes SCSI host/controller, 10.5 MB disk drive. Features 85m/sec. avg. access time, built-in 16K R/W buffer. Uses standard (specially formatted and certified) 5.25 in. floppy disks (retail \$20.00). Reads IBM 1.2 meg and 360K formatted disks as well as its own 10.5 meg format. Shipped with cables, formatted and tested. 10 megabytes of public domain and commercial demonstration programs included. \$999.95 *C Ltd.*

### AM-10R/2000I

Removable media disk drive for the A2000 includes SCSI host/controller, 10.5 MB disk drive. It mounts internally in the 5.25 in. drive bay. Uses standard (specially formatted and certified) 5.25 in. floppy disks (retail \$20.00). Reads IBM 1.2 meg and 360K formatted disks as well as its own 10.5 meg format. Shipped with cables, formatted and tested. 10 megabytes of public domain and commercial demonstration programs included. \$799.95 *C Ltd.*

### AM-10R/2000X

Removable media disk drive for the A2000 includes SCSI host/controller, 10.5 MB disk drive. Features 85m/sec. avg. access time, built-in 16K R/W buffer. Uses standard (specially formatted and certified) 5.25 in. floppy disks (retail \$20.00). Reads IBM 1.2 meg and 360K formatted disks as well as its own 10.5 meg format. Shipped with cables, formatted and tested. 10 megabytes of public domain and commercial demonstration programs included. \$899.95 *C Ltd.*

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# ALF 2

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Increased speed, safety, & efficiency on the Amiga.

- hard disk controller with software
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### AM-10R/500

Removable media disk drive for the A2000 includes SCSI host/controller, 10.5 MB disk drive. Features 85m/sec. avg. access time, built-in 16K R/W buffer. Uses standard (specially formatted and certified) 5.25 in. floppy disks (retail \$20.00). Reads IBM 1.2 meg and 360K formatted disks as well as its own 10.5 meg format. Shipped with cables, formatted and tested. 10 megabytes of public domain and commercial demonstration programs included. \$949.95 *C Ltd.*

### IMPACT SQ44

Syquest 44 MB Removeable hard drive (25ms) without Cartridge \*Includes GVP Advanced Autoboot EPROM Kit with Removeable Media Support. Requires GVP SCSI controller. \$999.00 *Great Valley Products*  
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### OverDrive 20F

Autoboot DMA (Direct Memory Access) SCSI hardcard. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 20 megabyte 3.5 floppy disk drive. Extra disks \$20. Requires use of drive bay. Available December 1989. \$899.00 *Pacific Peripherals*



# Drives

## SCI-10R

10.5 MB removable media disk drive system to be added to the 5.25 drive bay of an A2000 with a SCSI host. Uses standard (specially formatted and certified) 5.25 in. floppy disks. Reads IBM 1.2 meg and 360K formatted disks in addition to its own 10.5 meg format. Shipped with cables, fully formatted and tested. Certified, formatted disk with 10 megabytes of public domain and commercial demonstration programs included. \$699.95 *C Ltd.*

## SCX-10R

10.5 MB 85 m/sec. Removable media disk drive. Can be added to any Amiga with a compatible SCSI host/controller. Uses standard (but specially formatted and certified) 5.25 floppy disks. Reads IBM 1.2 meg and 360K formatted disks in addition to its own 10.5 meg format. Shipped with cables, metal enclosure, and internal power supply. Fully tested. Includes formatted disk with 10 megabytes of public domain and commercial demonstration programs. \$799.95 *C Ltd.*

## SD B20

The SD B20 is an external removable media subsystem utilizing the SD chassis and a 20 MB 5.25 half height Bernoulli drive featuring 38 m/sec. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host adaptor required. (SA500, SA1000 or SA2000 recommended) \$2,499 *CDN Comspec Communications Inc.*

## SD B44

The SD B44 is an external removable media subsystem utilizing the SD chassis and a 40 MB 5.25 half height Bernoulli drive featuring 33 m/sec. average access time, built-in 32K cache buffer for improved performance. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host adaptor required. (SA500, SA1000 or SA2000 recommended) \$2,649.00 *CDN Comspec Communications Inc.*

## SSD B20

The SSD B20 is an external removable media subsystem utilizing the SSD chassis and a 20 MB 5.25 half height Bernoulli drive featuring 38 m/sec. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host required. (SA500, SA1000 or SA2000 recommended) \$2,399.00 *CDN Comspec Communications Inc.*

## SSD B44

The SSD B44 is an external removable media subsystem utilizing the SSD chassis and a 40 MB 5.25 half height Bernoulli drive featuring

33 m/sec. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host adaptor required. (SA500, SA1000 or SA2000 recommended) \$2,579.00 *CDN Comspec Communications Inc.*

## Supra Drive FD-10

10 MB removable floppy disk drive includes formatting and backup software. Reads 360K and 1.2MB IBM-format disks. \$1095.00 *Supra Corporation*

## • Removable Media/Cartridges •

### SQ400 Cartridge

44 MB, removable hard disk cartridge for the IMPACT SQ44. \$149.00 *Great Valley Products*  
Please see display ad inside front cover

## • Streaming Tape Drives •

### AM-60T/1000

Streaming tape back-up system for the A1000. Includes SCSI host/controller, 60Mb SCSI tape drive. Tape unit is molded plastic enclosure with internal power supply. Software provided allows back-up of multiple partitions to the same tape and will back-up or restore a 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg capacity tapes are available. \$899.95 *C Ltd.*

### AM-60T/2000I

Streaming tape back-up system for the A2000. Includes SCSI host/controller, 60Mb SCSI tape drive. Tape unit is molded plastic enclosure with internal power supply. Software provided allows back-up of multiple partitions to the same tape and will back-up or restore a 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg capacity tapes are available. \$699.95 *C Ltd.*

### AM-60T/2000X

Streaming tape back-up system for the A2000. Includes SCSI host/controller, 60 MB SCSI tape drive. Tape unit is molded plastic enclosure with internal power supply. Software provided allows back-up of multiple partitions to the same tape and will back-up or restore a 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg capacity tapes are available. \$799.95 *C Ltd.*

### AM-60T/500

Streaming tape back-up system for the A500. Includes SCSI host/controller, 60MB SCSI tape drive. Tape unit is molded plastic enclosure with internal power supply. Software provided allows back-up of multiple partitions to the same tape and will back-up or restore

a 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg capacity tapes are available. \$849.95 *C Ltd.*

## Easy Streamer

Easy Streamer is a hardware/software combination which allows you to use your VCR and inexpensive video tapes for data storage. Easy Streamer works with all Amigas by using the composite video output. \$199.00 *RSI*

## FastTape 60E ST-60

This is a Digital Streaming Tape System. 60 MB formatted capacity per cassette, four minute 20 MB backup, 8 minute 40 MB backup. 86.3 Kbyte/sec data transfer rate. Internal 7K buffer. One minute rewind. 60 Meg external tape system in an ST-60 enclosure features a TEAC MT2ST/45S Super Streamer 60 drive and includes a CT-600H 60 Meg digital cassette, FastTape utility disk. Manual and 25 pin shielded SCSI cable. Order #FST-60E \$699.95 *Xetec, Inc.*

## Halfbac-40

A 40 MB 5.25 internal tape streaming drive. Eliminates need to continually add hard drives. Mounts internally or externally in BacPac enclosure. \$1595.00 *Computer Systems Associates*

## SCI-60T

A streaming tape back-up subsystem for the A2000 can be mounted in the 5.25 drive bay. Tape drive requires a SCSI host/controller. Tape drive is a 60 megabyte SCSI device. Ready to be mounted internally in the 5.25 drive bay. Software allows back-up of multiple partitions to same tape. Backs-up or restores 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg tapes available. \$599.95 *C Ltd.*

## SCX-60T

A streaming tape back-up subsystem includes a 60MB SCSI tape drive with an internal power supply. Allows back-up of multiple partitions to the same tape. Will back-up or restore a 20 Meg partition in less than 15 minutes. 30, 40, 50, and 60 Meg tapes available. \$699.95 *C Ltd.*

## TARC - Tape Archive Software

TARC streaming tape backup allows the backup of any AmigaDOS volume to tape. Plus backup multiple partitions to the same tape. Utilizes the full memory capacity of your Amiga to achieve speeds of up to 6MB per minute. Supports 60MB and 150MB SCSI tape units. Requires the Comspec SA500, SA1000 or SA2000 SCSI host adaptor. Price unavailable *Comspec Communications Inc.*



# Memory Expansion

## EXPANSION

### 2 MB RAM Expansion

2 MB RAM expansion board for use with the Synergy Peripheral systems SCSI host/hard disk interface for the A500. Zero wait states, auto-configuring and does NOT use power from the A500. Uses 256K x 1 DRAMS \$269.95 *Synergy Peripheral Systems*

### 512K RAM Expansion

1/2.megabyte memory expansion for Amiga 500. Available with and without clock calender option. Has onboard switch to switch the memory in or out without removing the board. \$99.95 *Datel Computers*

### 8-UP! (DIP)

FastRAM DIP (Dual Inline Package) is a truly Amiga-specific version of the popular 8-UP! (SIMM). Using MicroBotic's Programmable Macro Logic chips assures a zero wait state/minimal-refresh-collision memory design. Extremely low-power memory card-8 megabyte 8-UP! (DIP) draws an astoundingly efficient 800 milliamps! All RAM is conventional, socketed 1-megabit by 1, 120ns DIP RAM. For maximum flexibility, memory space is divided into two autoconfiguring devices-PICs. Each consists of two banks of 16 sockets. Possible memory sizes are 2, 4, 6 and 8 megabytes. \$239.00 and up. *MicroBotics, Inc.*

### 8-UP! (SIMM)

FastRAM FastRAM card gives you 8 MB of auto configuration space. Uses PopSimms, Microbotics's own memory module to allow users to install their own conventional DIP-style DRAM in standard SIMM sockets on 8-UP. 1megPopSimms allows 8 MB on one card. Either case allows users to install memory chips themselves, allowing maximum flexibility and minimum cost. Power efficient, zero wait state, autoconfiguring design. Supports conventional SIMM memory modules. Provides wide selection of installable RAM configurations, including the important 6-megabyte configuration, by virtue of 8-up's flexible two PIC design. \$239 and up *MicroBotics, Inc.*

### A2058/2 8MB RAM Board

Two megabyte RAM expansion for the A2000 expandable to 8 megabytes. \$799.00 *Commodore Business Machines*

### Alegra

Compact memory expansion unit for the A1000. 2 MB. \$699.00 *Access Associates*

### aMEGA Board

Populated 1 MB RAM expansion for the A1000 features auto configuration with AmigaDOS 1.2 and buss pass-thru. Built on aircraft quality four layer fiberglass circuit board using 256K DRAM chips. Includes software to configure board with AmigaDOS 1.1. \$499.95 *C Ltd.*

### aMEGA Board-U

Unpopulated 1 MB RAM expansion for the A1000. Fully tested with RAM chips installed prior to shipment. Features standard auto configuration with AmigaDOS 1.2 and Bus pass-thru. Built on aircraft quality fiberglass circuit board and requires addition of 32 standard 256K DRAM chips. Includes software to configure board for use with AmigaDOS 1.1. \$299.95 *C Ltd.*

### Amiga 1000 Memory Expansion Board

2 MB memory expansion card with DRAM. Continuous refresh, pass-through, interconnect card, external power supply. \$600.00 *Micron Technology, Inc.*

### A1050 512K Expansion

Double the memory on your Amiga to 512K in seconds with this 256K Memory Expansion Cartridge. Installs easily behind a panel that snaps off the front of the Amiga 500. Allows the use of more sophisticated programs that requires more memory. No switch setting; the Amiga automatically adjusts to the presence of the additional memory. \$199.95 *Commodore Business Machines*

### Amiga 2000 Memory Expansion Board

2 MB memory expansion card, populated with DRAM. Continuous refresh, pass-through, interconnect card, external power supply. \$495.00 *Micron Technology, Inc.*

### Amiga 2 MB Expansion for A1000

2 MB memory expansion. Includes pass-through, auto-configuration, and virtual disk software that is protected from boot. Different configurations available for each Amiga model. \$500.00 *Alphanetics*

### Amiga 2 MB Expansion for A2000

2 MB memory expansion. Includes pass-through, auto-configuration, and virtual disk software that is protected from boot. Different configurations available for each Amiga model. \$500.00 *Alphanetics*

### Amiga 2 MB Expansion for A500

2 MB memory expansion. Includes pass-through, auto-configuration, and virtual disk software that is protected from boot. Different configurations available for each Amiga model. \$500.00 *Alphanetics*

### Amiga 500 Memory Expansion Board

2 MB memory expansion card, populated with DRAM. Continuous refresh, pass-through, interconnect card, external power supply. \$600.00 *Micron Technology, Inc.*

### Ammeg I A1000

1 MB external memory expansion. Zero wait state design, auto-configuration under 1.2. Fully populated board also available. 0K board. \$153.95 *Kline-Tronics*

### AX 1000/AX 2000 RAM Board

The AX1000/AX2000 is an auto-config one or two meg RAM board for the Amiga 1000. Both have full pass through on the expansion bus, allowing multiple expansion devices to be connected, allowing to expand the Amiga 1000 system as the need arises. \$549.00; \$899.00 *Canadian Comspec Communications Inc.*

### Byte Box

Expands the Amiga's memory to 2MB. Has own power supply. Unpopulated, \$299.95; 512K, \$399.95; 1 MB, \$499.95; 2 MB, \$699.95 *Byte by Byte*

### DRAM-256-1M

1MB dynamic RAM for the MEM-1139. \$595.00 *Computer Systems Associates*

### EXP-1000

Patented 1 MB internal RAM memory board for the Amiga 500. Its unique design is fully auto-configuring. Clean, professional, easy attachment to the A500 mother board. Available with or without RAM installed. \$429.95 *Progressive Peripherals & Software*

### EXP-8000+

Add 8 megabytes of RAM to your Amiga 500! Engineered for easy installation the EXP-8000+ uses a unique, patented design. User-upgradeable to 2, 4, or 8 MB. Has a socket for a 68010 processor or 68881 math co-processor. Price unavailable. *Progressive Peripherals & Software*

### FastRAM

FastRAM uses 4 SIMM sockets. Two must be populated. Uses 256K, 1M, 4M, SIMM's. Possible combinations are 512K, 1 MB, 2 MB, 4 MB, 8 MB. Zero wait state. For the Amiga 500 and 1000 FastTrak systems. \$99.95 zero RAM *Xetec, Inc.*

### IMPACT A500-2/0 RAM Autoboot Module

Amiga 500 Add-On RAM Module. Zero RAM Installed RAM Max. Provides autoboot directly from hard disk. Requires IMPACT A500-HLD/xx. \$75.00 *Great Valley Products*



# Memory Expansion

## IMPACT A500-2/2 RAM Autoboot Module

Amiga 500 Add-On RAM Module with Max. RAM Installed. Autoboot Eproms provide autoboot directly from hard disk. Requires IMPACT A500-HD/xx. \$549.00 *Great Valley Products*

## IN1000

Internal Memory Expansion for Amiga 1000 User expandable internal memory expansion board from 0K to 1.5 MB 256K X 1 DRAMS. Fully socketed. Full autoconfig or addmem. Installs above the motherboard, under the radiation shield in the ventilation air flow. No modification or soldering is required. Safely used Amiga power, 650 MA max. 5 VDC with 1.5 MB RAM. Includes installation disk with memory test and public domain. \$263.00 *Spirit Technology*

## IN500

Internal Memory Expansion for Amiga 500 User expandable internal memory expansion board from 0K to 1.5 mb 356K X 1 DRAMS. Fully socketed. Addmem or partial autoconfig. Installs above the motherboard, under the radiation shield in the ventilation air flow. No modification or soldering is required. Safely used Amiga power, 650 ma max. 5 VDC with 1.5 mb RAM. Includes installation disk with memory test and public domain. \$263.00 *Spirit Technology Corp.*

## Insider for A1000

Adds 1 MB to the Amiga 1000. Features FastRAM, clock/calendar, ten-year battery. Fits inside the Amiga case. \$375.00; \$150.00 with 0K *Michigan Software*

## Kwikstart Plus for A1000

Gives you an additional 256K to use when running under the 1.3 system, puts the new Amiga 1.3 Kickstart in ROM. \$169.95 *Michigan Software*

## M103 Memory Expansion

256K standard internal expansion for the A1000. Socketed memory; available populated and unpopulated. \$149.95 populated; \$59.95 unpopulated *MicroBotics, Inc.*

## MegaBoard 2000

Provides the A2000 with 1 or 2 MB of internal RAM. The MegaBoard 2000 is fully auto-configuring with a high speed discrete RAM controller which provides a no-wait state; uses only one expansion slot and has built-in hardware refresh. Extensive test software and a complete installation manual make the MegaBoard 2000 a snap to install. \$599.95 with 2 MB installed *Progressive Peripherals & Software*

## MEMORY for Amiga

Memory expansion for the Amiga 500, 1000, 2000. For the 500 we offer 1/2 to 8 MB of internal and external (leftside) memory. For the 1000, we offer 1/4 to 8 MB of internal and

external (rightside, frontside) memory. And for the 2000, we offer 1/2 to 8 MB of internal memory expansion. \$119.95-799.95 *Skyles Electric Works*

## Micron Memory Board

MB-15-D1-PPS Includes externally mounted chassis, interconnect card, wall-mount power supply (optional), pass-through. \$500.00 *Micron Technology, Inc.*

## Micron Memory Board MB-15-D2

Memory board for the A2000. Mounts directly into the expansion slot. \$395.00 *Micron Technology, Inc.*

## Micron Memory Board MB-15-D5

Memory expansion board for the A500 in externally mounted chassis with interconnect card, power supply, pass-through. \$500.00 *Micron Technology, Inc.*

## Micron Memory Board MB-25-D1-PPS

Includes externally mounted chassis, interconnect card, wall-mount power supply (optional), pass-through. \$600.00 *Micron Technology, Inc.*

## Micron Memory Board MB-25-D2

2MB memory board for the A2000. Mounts directly into the expansion slot. \$495.00 *Micron Technology, Inc.*

## Micron Memory Board MB-25-D5

Memory expansion board for the A500 in externally mounted chassis with interconnect card, power supply, pass-through. \$600.00 *Micron Technology, Inc.*

## MiniMegs™

MiniMegs is an external RAM expansion for your A500 or A1000. MiniMegs is shipped with 512K and is expandable to 2 meg. Everything fits in a low profile, small footprint package. (pocket size.) \$329 (512K); \$399 (1mb); \$599 (2mb) *Memory and Storage Technology, Inc. M.A.S.T.*

## ProRAM 2000

An affordable 8 MB internal RAM expansion board for the A2000. Power to spare for memory-intensive programs. User-upgradeable in economical 2 meg increments; fully auto-configuring to 2, 4, 6 or 8 megabytes. Uses affordable 1 MB DRAM chips. Available unpopulated. \$649.95 with 2 MB installed *Progressive Peripherals & Software*

## RE 2000

The RE2000 is a full sized Amiga 2000 card that increases system memory up to 2 megabytes. Available in increments of 0K, 1 meg and 2 megs using standard PC type RAM chips (265K X 1). \$198.00/496.00/799.00 *Canadian Comspec Communications Inc.*

## SIN500

Internal Memory Expansion for Amiga 500 User expandable internal memory expansion board from 0K to 1.5 mb 256K X 4 DRAMS. Fully socketed. Full autoconfig. Installs above the motherboard, under the radiation shield in the ventilation air flow. No modification or soldering is required. Safely used Amiga power, 900 MA worst case. Optional external power supply available. Includes installation disk with memory test and public domain. \$263.00 *Spirit Technology Corp.*

## StarBoard 2

Memory expansion for the A1000. Up to 2 MB of zero-wait state auto-configuring FastRAM. Accepts either of two daughterboard modules: The original Multi-Function Module or the brand new SCSI module. Bus-powered. Passes the bus on; A1000 can power two fully loaded StarBoard 2's. \$339.00 and up *MicroBotics, Inc.*

## StarBoard 2/500

Memory expansion for the A500. Up to 2 MB FastRAM. Includes independent power supply. Accepts either of the StarBoard modules (MultiFunction or StarDrive SCSI module.) \$339.00+ *MicroBotics, Inc.*

## StarBoard 2/SB 2000 (adapted)

Memory/multifunction expansion for the A2000 (adapted from the A1000 versions). \$339+ *MicroBotics, Inc.*

## Supra Drive RAM Expansion Module for A500

2 MB RAM upgrade for A500 Supra Drives or Supra SCSI interfaces. Installs in the interface, powers from hard disk. \$599.00; 699.00 with Supra SCSI Interface *Supra Corporation*

## Supra RAM 2000

RAM board for the A2000. Easy to expand. Zero wait states and hidden refresh. Four-layer board reduces noise and improves reliability. Made in the USA. Comes with 2, 4, 6 or 8 megabytes. \$599.00/995.00/1395.00/1795.00 *Supra Corporation*

## ToolBox 2 MB Memory Board

This memory board contains 2 megabytes of the new 1 megabit chips in dip sockets. Allows expansion up to 8 MB in increments of 4, 6, 8 MB. Guaranteed to work in the ToolBox on either A500/A1000. Low power usage. \$569.95 *Expansion Technologies*

## ToolBox Memory Board

This memory board accepts the new 1 megabit chips in dip sockets. Allows expansion up to 8 MB in increments of 2, 4, 6, 8 MB. Guaranteed to work in the ToolBox on either A500/A1000. Low power usage. \$239.95 *Expansion Technologies*



## •32-bit•

### 32-bit Memory Expansion Board

Optional memory board for the Hurricane, containing up to 4 MB of 32-bit dynamic RAM for even faster performance. Programs execute three times faster than in standard Amiga. Works with any memory you may have on your Amiga. \$595.00 *Ronin Research & Development, Inc.*

### 32-bit Memory Expansion Board 2 MB

Optional memory board for the Hurricane, containing up to 4 MB of 32-bit dynamic RAM for even faster performance. Programs execute three times faster than in standard Amiga. Works with any memory you may have on your Amiga. \$1267.00 *Ronin Research & Development, Inc.*

### 32-bit Memory Expansion Board 4 MB

Optional memory board for the Hurricane, containing up to 4 MB of 32-bit dynamic RAM for even faster performance. Programs execute three times faster than in standard Amiga. Works with any memory you may have on your Amiga. \$1939.00 *Ronin Research & Development, Inc.*

### FastPac™ A2000

32 bit SRAM boards Utilize up to 1.5 MB of fast, reliable static memory chips. FastPac boards also feature Kickstart 1.2.2 in high-speed ROM; and are designed to avoid fresh conflict problems which could slow down system speed. Interface directly to CSA's proprietary V-Bus CSA's 32 bit 14 MHz SRAM boards operate at twice the frequency of the Amiga's internal memory and out-perform 16 bit 7 MHz RAM by as much as 200%. \$1295.00 *Computer Systems Associates*

### IMPACT A2000-030RAM/4

4 MB, 32-bit wide expansion memory daughterboard for the IMPACT A2000-030/xx. Unique nibble mode DRAM allows zero wait states during 68030 Burst mode, even at 25 MHz. \$1999.00 *Great Valley Products*

### IMPACT A2000-030RAM/8

8 MB, 32-bit wide RAM expansion daughterboard for IMPACT A2000-030/xx. Unique nibble mode DRAM allows zero wait states during 68030 Burst mode, even at 25MHz. \$3199.00 *Great Valley Products*

### MEM-1139

32 bit dynamic RAM board without DRAM. \$695.00 *Computer Systems Associates*

### MEM-993

32 bit static RAM board without SRAM. \$595.00 *Computer Systems Associates*

## •with Clocks•

### A501 RAM Expander

Expansion Inboard 512K memory and clock



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module, expands your A500 to 1 meg and keeps it up to date. \$199.95 *Commodore Business Machines*

### EXP-512

512K RAM expansion. Battery-backed clock/calendar board, easy installation, efficient design. \$149.95 *Progressive Peripherals & Software*

### Memory Expansion and Clock/Calendar

Increases A500 memory to 1 MB. Allows more sophisticated applications to be run. Fits into the A500 board by a slot in the bottom of case. Contains a battery-backed clock/calendar. Power is supplied by the A500. Price unavailable. *Commodore Business Machines*

### MICROMECS

An alternative to the Amiga A501 internal expansion RAM. Implemented with One Megabit DRAM technology. The size of the card has been reduced by half of its competition, minimising transmission line effects and giving greater noise protection. MICROMECS consumes a miniscule 8 MA with a maximum of 20 MA when the board is being continually accessed. For power

conscious A500 owners this is a big plus. Includes a battery backed Real Time Clock. 12 month warranty. \$169.00 *Memory and Storage Technology, Inc. M.A.S.T*

### RAM/Clock

512K memory expansion for the A500 features four-layer circuit board for better noise immunity. Shipped fully populated and tested with 16 standard 256K DRAM chips providing an additional 512K of RAM. \$59.95 with 0K; \$179.95 with 512K. *C Ltd.*

### SC501

512K Internal Memory Expansion Module for A500 (A501 clone card) Fully socketed memory module plugs into the expansion slot on the underside of the A500. Takes 16 256K X 1 memory expansion. Includes battery backed clock/calendar. Superior 4-layer, low noise board. No installation routines or drivers required. \$69.00 with 0K *Spirit Technology*

### Supra RAM 500

For the A500. Easy-to-install internal 0.5 MB RAM upgrade with clock. Mounts in expansion slot on bottom of case. \$149.00 *Supra Corporation*



# Miscellaneous Software



## •Bridgeboards & Emulation Hardware•

### A2088D Bridgeboard

Provides 8088 co-processor system with IBM™ PC/XT compatibility to bridge the Amiga and DOS worlds. Plug into one of the combined Amiga and PC system bus slots to run IBM PC compatible software while running Amiga tasks. Comes with external 5.25 drive. Up to 3 external floppy drives; 3 IBM compatible full-size slots available for hard disk controller, communication adapter, graphics adapter. Software: Ms/DOS®, GW BASIC® 3.2. Fast dual port memory, full speed CPU access during system DMA. \$699.95 *Commodore Business Machines*

### A2286D

Bridge the Amiga and MS-DOS worlds. AT Emulator kit comes with internal 1.2 MB 5.25" disk drive." \$1495.00 *Commodore Business Machines*

### A-Max

Allows your Amiga to run most Macintosh productivity software. Cartridge plugs into the Amiga's external disk drive port and has connectors for an Apple 800K external drive and additional Amiga drives. Uses all available Amiga RAM during Mac simulation. Includes transfer software to convert files from Amiga DOS to and from A-Max and Mac disk formats. Runs HyperCard and has built-in recoverable bootable RAM disk. \$199.95 *ReadySoft Inc.*

### AMIG-A-TOSH

Fully compatible Macintosh drive designed especially for use with A-MAX™ Macintosh emulator. AMIG-A-TOSH is color coordinated with the Amiga and comes with 12 month warranty. \$249.00 *Memory and Storage Technology, Inc. M.A.S.T.*

### Amig-a-Tosh Plus

This is the ultimate solution for A-Max owners. Amig-a-Tosh Plus includes a Macintosh-compatible floppy drive and hardware allowing the Amig-a-Tosh Plus to read Apple Rom's. This means that you can discard the A-Max hardware module, and have your entire Mac emulator housed in a superslimline case. You can now have an Amiga that can read, write and execute many Mac programs. \$249.00 *Memory and Storage Technology, Inc. M.A.S.T.*

### Access-64

Adapter with software allows Amiga to access Commodore 64 and 128 serial drives and printers. No new commands to learn; just plug in your peripherals and use as usual. Transfer C64 and C128 files to the Amiga. \$79.95 *Progressive Peripherals & Software*

## •Bridgeboard Accessories•

### Bridge Drive Commander

Gives Bridgeboard owners direct access to built-in and add-on Amiga floppy drives from the Bridgeboard, and direct access to 360K and 720K IBM-compatible drives from AmigaDOS. Requires no software or memory, and attaches to the internal floppy drive connector rather than taking up a slot. Disk access is fully transparent and automatic. Floppies are completely useable by other Amiga and IBM-compatible computers. Compatible with all software, hard disks, accelerator boards, etc. Two versions available: standard Amiga disk access and multi-bus version for maximum speed. An external drive adapter is also available for \$24.49. Standard \$79.95 Multi-bus \$119.95 *MJ Systems*

Please see display ad opposite

### PC- Elevator 386

Provides 80386-powered PC compatibility to any Amiga with a Commodore Bridgeport, delivering 12 times the speed of Bridgeboard alone. Installs by plugging into a PC-type expansion slot. Includes 1 MB of high speed zero wait state DRAM, as well as RAM disk and disk cache software. The flexible Memory Management utility allows you to use all the memory already in your system, including Bridgeboard memory. \$1795.00 *Applied Reasoning Corporation*

## •Cables•

### 2 Drive HC SCSI Cable

Internal SCSI Daisy-chain cable for 2 drives on GVP Hard Card. 50-pin flat ribbon cable, 3 X 17 in length. \$30.00 *Great Valley Products*

### 3 Drive SCSI Cable

50-pin flat ribbon cable. 17 X 14 X 12 inches. \$49.00 *Great Valley Products*

### S-View

The first S-Video cable for the Amiga. Whether you're recording on Super-VHS, ED-Beta, Hi8 or presenting your Amiga on a large screen, S-Video monitor, you need S-View. Improves image by eliminating cross-color interference inherent in the NTSC composite video system. Reduces shadows, dot crawl and color smear. S-View is compatible with all Amiga S-Video encoders including CMT's V series, C-LTD's C-View II and Communications Specialties' GenOne. Provides an 8-foot cable. \$79.95 *Software Sensations*

### Standard SCSI Cable

17" standard SCSI 50-pin ribbon cable. \$26.00 *Great Valley Products*

### Transvestor 1000

Parallel port adaptor cable that attaches to the A1000 to allow the use of products designed for the A500 and A2000's parallel ports. \$19.90 *Amicore International*

### Transvestor 2500

Parallel port adapter cable attaches to the A500 and A2000 to allow the use of products designed for the A1000's parallel port. \$19.90 *Amicore International*

### Transvestor 2500 Plus

Parallel port adaptor cable for the A500 and A2000 along with an external power supply that eliminates voltage problems at the parallel port, greatly enhancing such products as Digi-View. \$49.95 *Amicore International*

## •Chips•

### Fat Agnus Chip

New Fat Agnus will address 1 meg of chip RAM (if available). \$130.00 *Commodore Business Machines*

### 1.3 roms

For the A500 and A2000. Contains 1.3 kickstart. \$45.65 *Commodore Business Machines*

### FPU 68882/16

16MHZ Motorola 68882 Math Co-Processor. \$299.00 *Great Valley Products*

### FPU 68882/25

25 MHZ Motorola 68882 Math Coprocessor. \$499.00 *Great Valley Products*

### MC68020-12MHZ

12 MHz 68020 processor for CSA accelerator boards. \$275.00 *Computer Systems Associates*

### MC68020-16MHZ

16MHz 68020 processor for CSA accelerator boards. \$475.00 *Computer Systems Associates*

### MC68030-16

16MHz 68030 processor for CSA accelerator boards. \$995.00 *Computer Systems Associates*

### MC68881-12MHZ

12 MHz 68881 math co-processor for CSA accelerator boards. \$225.00 *Computer Systems Associates*

### MC68881-20 MHZ

20MHz 68881 math co-processor for CSA accelerator boards. \$595.00 *Computer Systems Associates*

### MC68882-16

6MHz 68882 math co-processor for CSA accelerator boards. \$595.00 *Computer Systems Associates*





## MC68882-20

20MHz 68882 math co-processor for CSA accelerator boards. \$875.00 *Computer Systems Associates*

## MC68882-25

25MHz 68882 math co-processor for CSA accelerator boards. \$995.00 *Computer Systems Associates*

## MMI PAL Chip Set

Faster, less sensitive alternative PAL chip set for the A1000 daughterboard. \$20.00 *C Ltd.*

## SRAM-1M

1MB static RAM for the MEM-993. \$1295.00 *Computer Systems Associates*

## SRAM-512

512K static RAM for the MEM-993. \$495.00 *Computer Systems Associates*

## •Clocks•

### A-Time

Battery-backed clock for the A1000. \$39.95 *Akron System Development*

### MouseTime for A1000

Battery-backed mouse port clock passes the port through for joysticks and other devices. Uses low-cost AAA batteries. Battery lasts 18 to 24 months. \$39.95 *MicroBotics, Inc.*

### TimeSaver II/1000

Includes the original features of TimeSaver/1000, plus auto key repeat. Enhanced command line editing functions, on screen or hard copy listings of current macro keys and their definitions, ability to store macros on disk, and more. \$99.95 *C Ltd.*

### TimeSaver II/2000

For the 2000. Multifunction device provides hardware based macro key definitions that are stored in 7K of RAM in the Time Saver unit. Also includes keyboard password protection and full Keyboard Command History/Recall and Command Line Editing. All functions performed with Time Saver to free RAM memory. Allows storage, retrieval, and editing of macro key definitions. \$79.95 *C Ltd.*

### TimeSaver II/500

For the 500. Multifunction device provides hardware-based macro key definitions that are stored in 7K of battery backed RAM. Includes keyboard password protection and full keyboard Command History/Recall along with Command Line Editing. All functions performed by Time Saver to free RAM. Allows storage, editing, and retrieval of macro key definitions. \$79.95 *C Ltd.*

## BRIDGEBOARD USERS!

Don't waste money, slots, or desk space buying extra IBM-compatible or Amiga floppy drives! The **Bridge Drive Commander** gives you direct access to your built-in and add-on Amiga floppy drives from the Bridgeboard, and direct access to 360K and 720K IBM-compatible drives from AmigaDOS. **Bridge Drive Commander** makes access completely transparent and automatic. No software drivers to load, no precious memory or expansion slots used up. Installs on internal floppy drive connector. Floppies are completely useable by other Amiga and IBM-compatible computers. Compatible with all software, hard disks, accelerator boards, etc.

Two versions available: standard Amiga disk access, and multi-bus version, for maximum speed.

### Bridge Drive Commander

Standard access .....	\$ 79.95
Multi-bus access .....	\$119.95
External drive adapter .....	\$ 24.49

## MJ SYSTEMS

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### TimeSaver/1000

For the 1000. Multifunction battery-backed real-time clock saves RAM memory, connects via the keyboard port. \$79.95 *C Ltd.*

### TimeSaver/1000-2000 Upgrade Kit

Upgrades the TimeSaver/1000 for use with the A2000. Includes adaptor cables, new operating system, ROM, instructions. \$29.95 *C Ltd.*

## •Computer Systems•

### A2000 Amiga CPU

Features Motorola 68000; 16/32 bit; 1 MB RAM standard (internally expandable up to 8 MB); 256 KB ROM (includes Kickstart 1.2). 1 slot Amiga CPU bus; 5 slot Amiga system bus with AutoConfig feature; 3 slot PC bus; 1 video slot. Keyboard with 10 function keys; two-button mouse. Built-in 3.5 disk drive (800 KB formatted); mounting locations for optional 3.5 drive; 5.25 disk drive. Video: 400 lines vertical frequency 60 HZ; 4 independent sound channels; built-in English text-to speech device, much more. \$2195.00 *Commodore Business Machines*

### A2000HD Amiga CPU

Same as the Amiga 2000 but with a built-in 40 Meg hard drive. \$2999.00 *Commodore Business Machines*

### A2500 Amiga CPU

Similar to Amiga 2000 but with 14.3 MHz 68020. 1 MB 16 bit RAM and 2 MB 32 bit RAM. Also has a built-in 40 Meg hard drive \$4699.00 *Commodore Business Machines*

### A500 Amiga CPU

Features Motorola 68000; 16/32 bit; 512 KB RAM standard, 1 MB RAM with optional internal memory expansion A501. Externally expandable to 8 MB RAM (with AutoConfig). 256K ROM (includes Kickstart 1.2). Keyboard includes 10 function keys, two-button mouse Drives: built-in 3.5 disk drive (capacity 800KB formatted); maximum 1 external 3.5 drive and 1 additional 5.25 drive. Video: 400 lines; graphic co-processor with beam synched draw. 4 independent sound channels, sound buffer, much more. \$799.00 *Commodore Business Machines*





# Miscellaneous Hardware

## Profit Enhancement Center

Provides all hardware and software for POS, inventory control and full accounting. \$3599 for 1 POS station w/ cash drawer; \$6999 for 1 POS & 1 back office station. *Clockwork Computers*

## The Journeyman

Portable Amiga System is 100% Amiga compatible. Includes 2 880k 3.5 disk drives (built in), 1 Meg of RAM (standard) 3 Meg (expanded), 94 key detachable keyboard, 7" integral monitor (detachable). Has standard RGB, Parallel, Serial, Joystick and Mouse ports, as well as stereo audio ports. Has internal 150 watt power supply, 3.5 halfheight hard drive bay internal, and standard 86 pin expansion bus brought to outside (optional) \$2495.00 *Micro Momentum, Inc.*

## C-1500 Computer System

The C-1500 Computer System is an Amiga A-500 computer in a A-2000 type enclosure with an enhanced detached keyboard, bigger power supply, five internal Amiga 100-pin slots and an optional Video slot for full A-2000 emulation. Available November 1, 1989. \$1699.95 *C Ltd.*

## Future Touch Integrated Touch Screen Systems

Kiosk containing Amiga 2000 computer, 3 1/2" floppy drive, 1 meg RAM and 13" Color RGB Touch Screen Monitor. Kiosk stands 4' tall and occupies 20 x 21 foot print. The kiosk houses all equipment, including monitor and has it's own separate surge protector on/off control and fan for increased reliability. The package comes with all the software necessary to provide touch input as an alternate to mouse input. \$3495.00 *Amiga Business Computers*  
Please see ad page 153

## •Education•

### Amiga Video Microscope System

Special microscope/interface plugs into genlock to be used with tiling or paint software to enhance presentations in science classroom. Comes with classroom activities. Call for information. *Mr. Horan's Computer Lab*

### Light Writer Overhead Projection System

Overhead projection system that includes stylus driven pad for overwriting/enhancing projected video. Ideal for corporate training and educational settings. Call for information. *Mr. Horan's Computer Lab*

## •Entertainment Hardware Accessories•

### Uzzi Interface

Makes gaming more fun. Plugs in between your computer and your joystick, and allows

you to switch between standard and rapid-fire mode. In rapid-fire mode bullets (or whatever ammo being used) will rain down upon your enemy. Adjust fire rate from 1 to 20 times per second. \$34.95 *Micro Momentum, Inc.*

Please see display ad page 4

### Actionware Light Phaser

Actionware is proud to offer the first light gun for the home computer entertainment market. The gun is designed to work with such action-packed games as CAPONE, P.O.W., CREATURE, and more. More Gun games are under development. \$49.95 *Actionware*

### Dual Gun Adaptor

The Dual Gun Adapter is designed specifically for Actionware games which use the Actionware Light Gun. By using the Adapter the player can use two guns at once or allow a partner to join in the fun. For Amiga 500 and 2000 only. \$39.95 *Actionware*

### 4-Player Adaptor Cable

Connects up to four joysticks at one time. You can play two players against two, or field a team of up to three against the computer. To be used with MicroDeal's International Soccer, Leatherneck and other future games. \$14.95 *MicroDeal*

## •Entertainment Hardware/ Joysticks•

### EPYX 500XJ Joystick

Compact joystick with special grip and trigger-finger firing. \$19.95 *EPYX*

### The Mousestick Controller

The Mousestick Controller supports two-way communication through the ADB port, and has a full cdev (control panel device). The cdev allows the user to save custom settings for the MouseStick by application. The MouseStick consists of two components: an optomechanical joystick with 1200 count resolution, coupled with a separate controller unit called the GMPU. The improvements in the new MouseStick are contained in a new ROM chip, meaning that owners of the earlier version of the MouseStick can easily upgrade (free of charge) simply by replacing their existing chip. \$129.95 *Advanced Gravis Computer Technology Ltd.*

### Ergostick

A soft, pliable ergonomically engineered joystick that comfortably fits your hand. State-of-the-art micro switches, super sensitive touch control. Available now. \$24.99 *Suncom Technologies*

### Tac-30

A competition grade joystick featuring fixed auto-fire and three fire buttons for speed, comfort and better reaction time. Has silent micro-switches and precision, air craft style grip. \$16.99 *Suncom Technologies*

### Tac-50 A

competition grade joystick, featuring variable auto-fire and 4 fire buttons for speed, has digital microswitches array technology, providing tactile and audible feedback. Includes trigger fire grip for precise control. Lifetime warranty. \$19.99 *Suncom Technologies*

## •Entertainment Hardware/ Trackball•

### Amiga Trackball Controller

2-button trackball controller, compatible with all Amiga mouse software. \$49.95 *Zebra Systems Inc.*

## •Expansion Chassis•

### Bacpac

External enclosure for tape stream and hard drive combination with power controller. \$295.00 *Computer Systems Associates*

### Zorro-3/1000 Expansion Box

The Zorro-3/1000 is a three slot expansion box for the Amiga A-1000, with three 100-pin A-2000 compatible slots and two additional IBM slots. The unit features auto-power on/off, power for a RAM and hard cards, fan cooling and indicator LED's for Power On and Hard Drive operation. Available November 1, 1989. \$399.95 *C Ltd.*

### Zorro-3/500 Expansion Box

The Zorro-3/500 is a three slot expansion box for the Amiga A-1000, with three 100-pin A-2000 compatible slots and two additional IBM slots and an 86-pin c-processor slot. The unit features auto-power on/off, power for a RAM and hard cards, fan cooling and indicator LED's for Power On and Hard Drive operation. Available November 1, 1989. \$399.95 *C Ltd.*

### A2000 K-card Adapter

K-card adapter for the Amiga 2000 allows the access to K card style expansion. \$100.00 *Ronin Research & Development, Inc.*

### MultiFunction Module

Daughterboard for the StarBoard2. Supports Motorola 68881 Math Chip as an I/O device. Provides battery-backed real time clock; parity checking logic; and Sticky Disk hardware-protected memory disk. \$90.00 and up. *MicroBotics, Inc.*

### SB 2000 Adaptor

Adapts the StarBoard2 for the A2000. Low-cost adaptor card allows installation of a de-cased StarBoard2 inside the Amiga 2000 in the 100-pin. When adapted to the 2000, StarBoard2 is fully functional auto configuring



memory and allows access to all the StarBoard2 Multi-Function options—StickyDisk, Math chip, parity or the new SCSI Module. \$69.95 *MicroBotics, Inc.*

## **IMPACT A500-HD/20 Subsystem**

Amiga 500 20MB Hard Drive System Includes: SCSI control, drive, power supply, fan, RAM expansion, slot & chassis. \$650.00 *Great Valley Products*

## **SD Chassis**

The SD (SCSI Device) Chassis can hold two half height or one full height 3.5 or 5.25 SCSI devices. The rear of the chassis sports two DB-25 SCSI connectors, a 23 CFM fan and a power supply capable of 100VAC through 240VAC, 50Hz to 60Hz and -4 AMPS at 5 Volts, 4 AMPS at 12 Volts. The chassis is painted Amiga white and it's dimensions are 5" X 7" X 13". \$345.00 *CDN Comspec Communications Inc.*

## **SSD Chassis**

The SSD (Slim SCSI Device) Chassis can hold one half height 3.5 or 5.25 SCSI device. The rear of the chassis sports two DB-25 SCSI connectors, and 18 CFM fan and a power supply capable of 120VAC through 240VAC, 50HZ to 60HZ and -4AMPS at 5 volts and 4 AMPS at 12 Volts. The chassis complements the Amiga in style and colour. Dimensions are 14" X 13" X 2.5". \$269.00 *CDN Comspec Communications Inc.*

## **Subsystem 1000**

3-slot expansion chassis with pass-through. Uses A2000 form factor cards. 3.5 SCSI hard drive may be mounted inside box. Includes bus buffering and bus arbitration. Available November 1989. \$399.00 *Pacific Peripherals*

## **Subsystem 500**

Two slot expansion chassis for the A500. Uses Amiga 2000, 100 pin expansion cards. Subsystem sits under the A500, taking up no additional desk space and adding only 1.5 inches in height. A500 keyboard is approximately same height as C64. Power supply and pass thru included. \$279.00 *Pacific Peripherals*

## **Subsystem 500D**

Two slot expansion chassis for the A500. Uses Amiga 2000, 100 pin expansion cards. Subsystem sits under the A500, taking up no additional desk space and adding only 1.5 inches in height. A500 keyboard is approximately same height as C64. Power supply and pass thru included. System includes second floppy drive (DFD) facing forward in the subsystem. Requires no additional desk space and does not reduce number of slots available. \$419.00 *Pacific Peripherals*

## **TH1000**

Turbo high-rise expansion chassis. \$995.00 *Computer Systems Associates*

## **The Surgeon**

Eight slot box for A500 and A1000. (4 slots for A2000, 1 slot for the IBM/XT and 3 slots for the IBM/AT.) One drive bay (5.25), includes power supply with case. Available September 1989. \$585.00 *Comp-U-Save*

## **ToolBox**

This 2 slot expansion card cage for the A500 and A1000 allows you to use most A2000 cards on your Amiga. It accepts and powers both the Toolbox memory board and Toolbox hard card. It also accepts other A2000 cards like the Bridgeboard. The ToolBox features a UL approved 40 watt cool running (switching) power supply, pass through and on/off switch. \$269.95 *Expansion Technologies*

## •Experimental Hardware•

### **Link-Interface**

Auto-config and can be used together with other transputer boards. Designed to also be used as an experiment board. There is even an auto-config chip-select provided for your own circuitry. Compatible with the INMOS B004 development board. Including AFSERVER software. 399 Deutsche Marks *Advanced Computer Design*

### **N.E.S. AM200A Amiga Prototyping Extender Board**

Prototyping board for use with the Amiga 2000. \$49.95 *N.E.S. Corp.*

### **N.E.S. AM201A Amiga Prototyping Extender Board**

Extender board for use with AM-200A Prototyping board. Price unavailable. *N.E.S. Corp.*

### **N.E.S. AM300A Amiga 500/100 Prototyping Board**

Prototyping board for use with the Amiga 500 or 1000 same specs as AM-200A Prototyping board. \$49.95 *N.E.S. Corp.*

### **N.E.S. AM400A Amiga 2000 Co-Processor Prototyping Board**

Prototyping board to use in the Amiga 2000 co-processor slot. \$59.95 *N.E.S. Corp.*

### **N.E.S. AM-400A Amiga 2000 Video Slot Prototyping Board**

Prototyping board for use in the Amiga 2000 video slot. \$59.95 *N.E.S. Corp.*

### **ProtoBoard-II**

Prototype board for Zorro-II slots. \$49.95 *Akron System Development*

### **Zorro II Prototyping Board**

Prototyping board for the Amiga 2000. Allows developers, engineers, and dedicated hobbyists to build, test, and debug custom

hardware before developing a custom printed circuit board. Two sided board designed for maximum flexibility and has over 4400 plated through holes on a 0.1 grid. Main prototyping area accepts IC's in DIP packages with as many as 64 pins and IC's in PGA packages as large as 14x14 pins. I/O connector pattern and mounting bracket designed for D connectors with up to 25 pins. \$49.95 *Celestial Systems*

## •Graphics Hardware•

### **MindLight 7**

Combined with Visual Aural I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A Squared. Includes a oscilloscope and a frequency counter for analyzing and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's Music Software. \$198.00 *Visual Aural Animation*  
Please see display ad page 158

### **X-Specs 3D**

Through these advanced high-speed liquid crystals your computer can now independently control what each eye sees. The result: stereo vision. Add new depth to presentations, CAD/CAM, and molecular or solids modeling. Play games with more realism than ever imaginable. Includes hardware and software; plugs into joystick port. \$124.95 *Haltex Resources*

## •Home Security Hardware•

### **Intruder Alert**

The Intruder Alert Monitor allows you r computer to become a monitoring, logging, or security system for your home or business. The System comes complete with everything you need for remote sensing, including detector switches and wire. Intruder Alert Monitor software allows for digitized audio alarms, speech synthesis, modem interaction, date and time stamping of events, external program launching, and utility support for BSR/X-10 controlling. \$159.95 *Software Terminal*

## •Input Devices/Graphics Tablets•

### **AProDraw 12 x 12 inch Graphics Tablet**

AProDRAW graphics tablets feature high resolution Sunmagraphics digitizing tablets with a 2-button stylus and a multi-tasking





# Miscellaneous Hardware

driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 12 X 12 inches. \$549.00 *R & D L Productions*

## **AProDraw 18 x 12 inch Graphics Tablet**

AProDRAW graphics tablets feature high resolution Summagraphics digitizing tablets with a 2-button stylus, 4-button puck and a multi-tasking driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 18 X 12 inches. \$999.00 *R & D L Productions*

## **AProDRAW 9 x 6 inch Graphics Tablet**

Package Up to 1000 lines per inch. Interfaces through the serial port. AProDRAW graphics tablets feature high resolution Summagraphics digitizing tablets with a 2-button stylus and a multi-tasking driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 9 X 6 inches. \$449.00 *R & D L Productions*

## **Easy1 A1000 by Anakin Research**

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$449.00 *Inforite Corporation*

## **Easy1 A2000 by Anakin Research**

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$499.00 *Inforite Corporation*

## **Easy1 A500 by Anakin Research**

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$399.00 *Inforite Corporation*

## **IS/ONE**

A total input tablet for the Amiga with interface kit and programmable menu-strip featuring 5 Program Softkeys and up to 23 Function Softkeys to execute batches of your preprogrammed keystrokes with one touch. Allows instant switching from application to

drawing to menu picking. Available with corded cursor, cordless pen/or cursor, or two switch pen, or with corded 12 button cursor. Tablet sizes: 8.5" x 11", 12" x 12", 12" x 17". Also includes IS/PENCRAFT software driver. When ordering, specify Amiga Interface Kit. \$525.00-\$995.00 *Kurta*

## **IS/PENMOUSE**

Comes with 6 x 9 tablet with interface kit. Available with cordless pen or cordless cursor. Features Kurta's dynamic scaling to miniaturize/maximize the active area. When ordering, specify Amiga Interface Kit. \$395.00 *Kurta*

## **•Input Devices/Graphics Tablets/Accessories•**

### **4-button puck**

Input device for the graphics tablet. \$50.00 *R & D L Productions*

### **The Amiga Light Pen**

2-button touch switch pen with transparent driver. Allows user to choose pen, mouse, or both for hi-res precision graphics. Operates in both interlace and non-interlace modes. When used with graphics programs, the Light Pen gives data entry the simplicity of pencil and paper for drawing, painting, and free-hand sketching on the computer, as well as the precision required for CAD. Dealer discounts available. \$129.95 *Inkuwell Systems*

## **•Input Devices/Keyboards•**

### **Amiga-Ready Replacement Keyboard C-101a**

For those Amiga users who have had the unpleasant experience of sitting down at your Amiga 1000 or 2000 keyboard only to find that one of the keys is stuck, or worse, doesn't work at all. C Ltd. would like to offer you some instant one-ups-manship. The C-101a uses a standard Amiga format for the keyboard lay-out, with 101 tactile-touch click-stop keys, including 18 dedicated Macro-Keys. \$139.95 *C Ltd.*

### **Amiga-Ready Replacement Keyboard C-101c**

For those Amiga users who have had the unpleasant experience of sitting down at your Amiga 1000 or 2000 keyboard only to find that one of the keys is stuck, or worse, doesn't work at all. C Ltd. would like to offer you some instant one-ups-manship. The C-101c provides both a standard Amiga format keyboard lay-out with 101 tactile-touch click-stop keys, 18 dedicated Macro-Keys, and an additional 18 custom programmed (your choice) Macro-keys. \$169.95 *C Ltd.*

### **Amiga-Ready Replacement Keyboard C-101i**

For those Amiga users who have had the unpleasant experience of sitting down at your Amiga 1000 or 2000 keyboard only to find that one of the keys is stuck, or worse, doesn't work at all. C Ltd. would like to offer you some instant one-ups-manship. The C-101i uses a standard IBM keyboard lay-out with 101 tactile-touch click-stop keys and includes emulations of IBM keys normally not available from an Amiga style keyboards. \$139.95 *C Ltd.*

## **•Input Devices/Mouses•**

### **Amiga MOUSE**

Compatible with all Amigas. \$74.95 *Bethesda Softworks*

### **BOING ! Mouse**

A high quality replacement mouse for the Amiga computer. No moving parts to wear out. Comes with special Mouse pad. It has three buttons for use by new software. 1 year warranty. \$125.00 *BOING*

### **Genius Mouse**

High quality direct replacement. Teflon glides for smooth movement. Rubber coated ball for positive traction. Six foot connecting cable. Softer more positive button clicking. Available now. \$49.95 *Datel Computers*

## **•Input Devices/Touch Screens•**

### **Future Touch 13' Analog RGB Monitor Touch Screen Kit**

Touch driver software works with 13 touch screen to convert a standard Commodore 1080, 1084, 1084S and 1084DS to touch screen monitors. The modified monitor outputs a serial data stream on an RS-232 connector. The Amiga reads this data as a mouse input. \$1195.00 *Amigo Business Computers*  
Please see display ad on this page

### **Future Touch Integrated Touch Screen Monitors**

Monitors come with Touch Driver Program which works with all authoring software including: VIVA, CanDo, UltraCAD, The Director, C.L.A.S., The Learning Curve and Microtext. The monitor inputs touch information to the the Amiga's RS-232 serial port. Additional serial ports for the A2000 are available (comports). 13" RGB monitor, \$1595.00; 19", \$2995.00 *Amigo Business Computers*

Please see display ad opposite



# Miscellaneous Hardware



## Future Touch Integrated Touch Screen Systems

Kiosk containing Amiga 2000 computer, 3 1/2" floppy drive, 1 meg RAM and 13 Color RGB Touch Screen Monitor. Kiosk stands 4' tall and occupies 20 x 21 foot print. The kiosk houses all equipment, including monitor and has it's own separate surge protector on/off control and fan for increased reliability. The package comes with all the software necessary to provide touch input as an alternate to mouse input. \$3495.00 *Amigo Business Computers*  
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## •Modems•

### A1680

1200 Baud Modem. Access valuable information outside your workstation with the MODEM/1200 RS. Uses the popular Hayes command protocol to perform high-speed data communication over phone lines. Tap all major information networks to gather nearly limitless information. Supports standard RS232C interface so that it can be used with most computers on the market that offer an RS232 serial port. Offers the option of low speed compatibility with all Bell 103, 300 baud modems. \$149.95 *Commodore Business Machines*

### Avatex 1200 E

Fully Hayes-compatible 300/1200 baud modem. Includes communications software. \$69.00 *Megatronics*

### Avatex 2400 E

300/1200/2400 fully Hayes-compatible modem. Includes communications software. \$119.00 *Megatronics*

### Baud Bandit 2400

Baud Bandit is a completely intelligent, asynchronous modem that takes full advantage of industry standard AT commands. It's so easy to use that you'll be on-line in minutes, making contact with bulletin boards, information networks and other computers around the world. You'll also receive special offers from several of the top on-line services for exploring the ever expanding on-line universe. Baud Bandit comes complete with the Baud Bandit Owner's Manual, AC power adapter, quick reference guide and telephone cable. Baud Bandit is fully operational on any computer or terminal with a RS-232 serial port. Available Fall 1989. \$149.95 *Progressive Peripherals & Software*

### Minimodem-AM24

2400 Baud modem specifically built for Amiga 500 and 2000. Powered from Amiga serial port and includes self test, speaker and status LEDs. Complete with term software phone cord and serial cable. \$99.95 *APROTEK*

### Minimodem-AM6216

300/1200 baud modem includes speaker with volume control and status indicator LEDs. Hayes compatible with terminal software. \$74.95 *APROTEK*

### Supra Modem 2400

2400 baud modem. Hayes compatible with AT commands and common protocols. Features nonvolatile memory, more. \$179.95 *Supra Corporation*

### Supra Modem 2400 zi

Internal 1/2 card 2400 baud modem for A2000. Hayes compatible. Features non-volatile memory, more. Supports up to 5 modems per computer. \$179.95 *Supra Corporation*

### Supra Modem 2400AM for A500/1000/2000

2400 baud modem package. Includes standard Supra Modem 2400 package, telecomm. software, RS-232 cable, A1000 adapter. \$219.95 *Supra Corporation*

## •Monitors•

### A1084S Monitor

RGB composite color maximizes your computer's video capabilities. High resolution, sharp image and superior color, stereo sound. Compatible with C64, C128, A500 and A2000. Also compatible with VCR and television tuners. Hue, brightness, contrast, sharpness and volume controls in front. RGB Composite switch in front. Built-in stereo amplifier, speaker and earphone jack. Analog RGB, Digital RGBI, NTSC composite, audio, and Separate Luna/Chroma. \$399.95 *Commodore Business Machines*

### Viking 1

9-inch paper-white screen provides four intensity levels for gray-scale use, with 1008x800 pixels for high resolution, as well as support for lower resolution modes (including 320x200 and 640x400) with noninterlaced design at a 63 Hz refresh rate. The Viking 1 for the Commodore Amiga 2000 targets business and professional users for desktop publishing, CAD/CAM engineering workstations, presentation, and spreadsheet applications. This display permits of two full facing pages of text and graphics for desktop publishing, word processing and B size drawings. \$1995.00 *Monitorm*

## •Monitor Accessories•

(see also Video Hardware/Enhancement)

### Air TTL Hi-Res monochrome TTL monitor interface

Use a standard and inexpensive monochrome TTL monitor on the Amiga. Excellent for word processing and desktop publishing. \$49.95 *Advanced Integration Research*



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Business Computers

**INTEGRATED TOUCH SCREEN SYSTEMS**

A2000 1 Meg Computer  
RGB Touch Screen Mon.  
Kiosk (20"x21" footprint)  
Works with Authoring software:  
Viva, Pilot, Microtext, The Director, UltraCard, CanDo, CLAS and The Learning Curve

\$3495

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Circle 162 on Reader Service card.

## Color Enhancement Filter

Improves color and contrast while eliminating screen flicker. Improves monitor appearance by producing black out appearance. Free brochure. \$19.95 *Gladstone Productions*

## Flick-Off

Flick-Off eliminates flicker on A500 / A1000/ and A2000. All interface modes can now be used without driving the user crazy. Simple to install, requires multisync monitor, eliminates flicker on all interface modes including HAM. Several software selectable options include Shrink Mode: let's you take two non-interlace screens and display them both on the one interlace screen-No Interlace:Flick-Off normally displays interlaced screens. If the Amiga is in non-interlaced mode, Flick-Off will normally double up the scanlines to display a full 400 line display. NO-INTERLACE disables this function, and Flick-Off plugs into the Denice socket and uses the Amiga D/A converter and video output. It is completely enclosed by the Amiga's F.C.C. shield. Available Fall 1989. \$399.00 *Memory and Storage Technology, Inc. M.A.S.T*

## Flicker Master

Flicker Master is a low cost optical filter that attaches easily to the face of your monitor and greatly reduces the interlace flicker. Flicker Master works with all Amiga models and also greatly enhances contrast in all resolutions. \$17.95 *T.S.R. Hutchinson Co.*

## NoRad dB60

Anti-glare/Static/Radiation Filter Grounded filter reduces flicker in high-resolution or interlace mode. Grounded for full elimination of static and electromagnetic radiation. Won't attract dust or reflect light. Easy maintenance. \$129.95 *Brookfield Communications*





# Miscellaneous Hardware

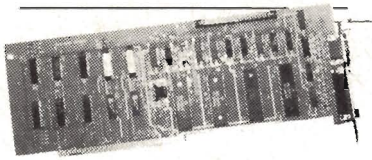
## ComPorts

Multi-channel Serial Communications For The Amiga 2000

PROVIDED BY



**AMIGO**  
Business Computers



### Applications

ComPorts enables the Amiga to function as a true multi-tasking workstation, supporting:

- Computer/Device Networking
- Interactive Video
- Multi-channel BBS
- Device Controller (Laser Disk, Video Equip., Phone Lines)
- MIDI (Kit)

ComPorts 8 (8 Channels) **\$379**  
ComPorts 4 (4 Channels) **\$299.95**

### Specifications

ComPorts provides:

- Full Auto Configuration
- Up To 8 Channels Per Board
- Up To 40 Channels With Five Boards In The Amiga 2000
- Baud Rate Selectable Up To 57.6K
- Buffer size 1K up to 64K

Software compatible with SER and works with virtually all Amiga Communications Programs

**AMIGO Business Computers**

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Circle 161 on Reader Service card.

## •Networking Hardware•

### CAL 032 Superlink

Amiga 2000 interface Internal plug-in card. Supplied with CatenaNet software, which provides a print spooler, access to remote files and peripherals, and interworks with SimpleNet. Price unavailable. *Nine Tiles*

### CAL 042 Superlink

Amiga 500 interface Plugs into expansion connector on side of Amiga 500. Supplied with CatenaNet software. Price unavailable. *Nine Tiles*

### Multi-Port Board 500/1000/2000

An affordable MultiPort Board and AppleTalk to Amiga connectivity via CMI-net Utilities Software (sold separately). The addition of the MultiPort Board by itself will free up the built in ports on your Amiga. Allows you to quickly network an Amiga computer to a Macintosh network or to an Amiga network. Consists of the MultiPort Board which is easily installed in an expansion slot of your Amiga computer. MultiPort Board features: DB9 RS-232-C serial port, 8 PIN DIN RS-422 (Mac compatible), DB25 parallel printer port, serial/parallel device drivers and more. Accepts Supra 2 meg RAM expansion board. Optional SCSI interface. \$299.95; 249.95 for A2000 version *Creative Microsystems, Inc.*

## •Port Expansion•

### ACD Serial Interface Boards 2 & 4

Fits into one of the 100 pin expansion slots. Gives you two additional serial ports for a large variety of applications. Connect several printers, plotters and scanners to your Amiga simultaneously. Auto-Config and takes only a 64K address range. Driver software and terminal program are shipped with the Serial Interface Board 2. SIB2, 299 DMs; SIB 4, 349 Deutsche Marks *Advanced Computer Design*

### Comports 4, Comports 8, RS-232 Communications Interface

Comports enables an Amiga 2000 to function as a true multitasking workstation supporting devices which work with RS-232 serial ports such as modems, laser disks, video equipment, printers, tablets, etc. The communications compatibility list includes all programs which call the Amiga's Serial Device and other programs which use the board's advanced communication features. Upgrades to support full MIDI are planned. Networking software in Beta test. 4 Channels, \$299.95

*Amigo Business Computers*

Please see display ad this page

### Dual Serial Board

ASDG's DSB provides a complete expansion serial port solution including compatible EXEC and DOS drivers. The DSB can be used to drive most PostScript printers at 6 times their normal serial speed. The DSB is compatible with every serial communications program tested including AtalkIII, IDS Multiboard, Access, VT100, Comm, Whap. \$299.00 *ASDG Inc.*

### Microshare MCS 1050

The MCS 1050 interface is an external device that converts the Amiga's centronics port signals into IEEE 488. No software is needed, this unit is fully transparent to the user. Now you can finally use that old Commodore per printer or any other IEEE printer that was just sitting around. \$204.56 Canadian *Comspec Communications Inc.*

### SBX-Serial/2

Two RS 232C Serial Ports, a two channel full-duplex asynchronous serial communications controller with RS 232C drivers on an IEEE 959 (SBX) module. Complete and independent control is provided for each channel, including baud rate generation. Standard transfer rates from 110 to 76,800 baud are supported. Each channel supports full seven wire handshaking, plus Data Carrier Detect and Ring Indicator. Comes with complete Amiga software. \$199.00 *ASDG Inc.*

### Serial Expander 2000

Adds an Amiga 1000 compatible serial port to the Amiga 2000. This product will be of interest to users who have upgraded from the Amiga 1000 to the Amiga 2000. It will allow them to use any of their existing serial devices designed for the Amiga 1000 (such as MIDI interface) on the Amiga 2000. \$19.95 *Golden Hawk Technology*

### The Serial Solution

Contains all the features you need for serious multi-port applications. The included software drivers are compatible with the standard Amiga devices and handlers. Contains 1 Amiga-compatible 25-pin serial port which

accommodates specialized Amiga peripherals like MIDI interfaces and sound samplers. And 1 AT-compatible 9-pin serial port that will support non-Amiga peripheral, like laser printer and FAX machines. \$299.00

*Checkpoint Technologies*

### Twin-X General Purpose I/O Board

Full Zorro II Amiga compatible Amiga expansion card that hosts two standard IEEE 959 modules or one double-wide IEEE 959 module. The Twin-X is completely standard IEEE 959 host. Gives the Amiga access into applications it was previously denied access to. Can be used with any of the hundreds of IEEE 959 modules available, such as IEEE-488 (GPIB) or other data acquisition functions. \$329.00 *ASDG Inc.*

## •Printers•

### M.A.S. Terprint

300 D.P.I. Desktop page printer with Fujitsu engine, LED technology for increased reliability, and small footprint (only 16 1/2x 16 1/2). The M.A.S. Terprint also sports a dual paper feeder and is HP-PLUS compatible. \$1695.00 *Memory and Storage Technology, Inc. M.A.S.T*

### M.A.S. Terprint PS

This is the POSTSCRIPT version of the page printer. It has 35 fonts and 2 meg of RAM (optional 4 meg). Additional POSTSCRIPT font cartridges can be plugged into the printer. Includes Appletalk, Centronics and Serial Interface. MASTERprint can be upgraded to MASTERprint PS anytime-let's you save up for POSTSCRIPT. \$3495.00 *Memory and Storage Technology, Inc. M.A.S.T*

### XR-100 Multi-Font

A nine-wire 10 carriage model printer, offers extensive choice of fonts including Courier, Script, Sans Serif, Letter G, Cinema and others. Incorporates the Epson EX-800 and the IBM Proprinter II emulations. Prints at 300 characters per second in draft elite mode and 75 cps in near-letter quality (NLQ) elite mode. Features standard 32K buffer which enables storage of up to 16 pages. Users can select fonts, print quality, pitch, condensed print, italic, optional sheet feeder, quiet mode plus many more options. It can produce multi-color output using an optional color-printing kit offered for \$50.00. \$579.00 *Star Micronics Inc.*

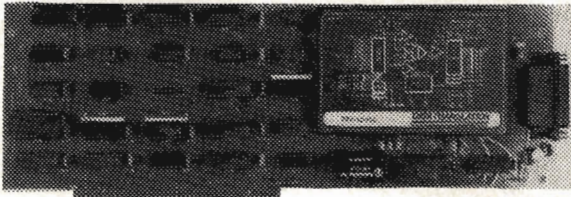
### XR-1500 Multi-Font

A nine-wire 15 carriage model printer, offers extensive choice of fonts including Courier, Script, Sans Serif, Letter G, Cinema and others. Incorporates the Epson EX-1000 and the IBM Proprinter IIXL emulations. Prints at 300 characters per second in draft elite mode and 75 cps in near-letter quality (NLQ) elite



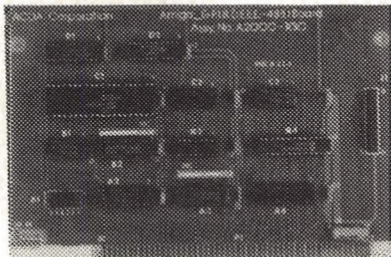
## Let ACDA Open Your Real World Window ! Scientific and Engineering Products for Your Amigas!

### PROTO-40K



Proto-40K is the first and only fully featured data-acquisition and process-control expansion card for the Amiga 2000. The Proto-40K features a 16 channel 12-bit multiplexed analog-to-digital converter, two 8-bit digital-to-analog converters, a 3-channel programmable timebase, 16 digital inputs and 16 digital outputs. Proto-40K also features a highly stable instrumentation amplifier with programmable gain, multiple triggering sources, and on-board digital waveform generation. Data acquisition and process control projects are a snap to develop with the Proto-40K Data Acquisition System (DAS) software and 'C' source code. Sample application programs and source are included for each of the Proto-40K functions. Now sold in various custom component configurations. Buy only the functions you need. Call for new lower pricing.

### Amiga GPIB



Amiga GPIB is a General Purpose Interface Bus card for the Amiga 2000. This half-length expansion card performs all the Talker, Listener, and Controller functions of the GPIB (IEEE-488) protocol. One Amiga can control up to 14 GPIB devices. Includes Command Function Library (ACDA GPIB CFL), test application program and 'C' source code driver. \$495.00

### AmigaView 2.0

AmigaView is an object-oriented, C language, Intuition front-end interface library that provides over 100 easy-to-use routines and macros. Our package features WINDOWS, SCREENS, MENUS, REQUESTERS, GADGETS OF ALL TYPES (including automatic mutual exclusion), BITMAPS, ALL IMAGERY, IFF, TEXT, and much more. This standardized and consistent Intuition/Graphics interface greatly reduces programming time and code space for professional applications development. AmigaView works with both MANX and LATTICE. See AmigaWorld (Sept./Oct. 1987, p.28) for review. \$79.95

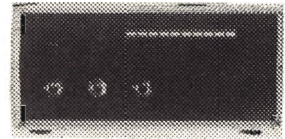
### DigiScope

DigiScope is a digital storage oscilloscope emulator that works with ACDA's Proto-5K, Proto-40K or other parallel-port digitizers. DigiScope has 16 independent waveform buffers, a digital signal processing (DSP) package, a Fast Fourier Transform (FFT) package and a filtering package. DigiScope has extensive waveform scrolling functions that work in a resizable scope window in high or low screen resolution. DigiScope offers a complete set of archival functions and the standard complement of signal statistics. DigiScope also features an extensive digital waveform generator package. \$139.95

### Shinko & Mitsubishi Preferences 1.3 Printer Drivers

We offer a complete line of thermal color printer drivers for the Mitsubishi and Shinko A&B size color printers. They are 100% Amiga Preferences 1.3 drivers. \$133.00

### PROTO-5K



Proto-5K is a single channel analog-to-digital converter with switch-selectable input gain ranges, LED input voltage meter, range-test calibration switch and daisy-chain parallel port configuration. Proto-5K is available for all Amigas and comes with test, utility and data-acquisition system software source code in C. ACDA DigiScope demo included. \$279.95

### Amiga FFT C Package

The Amiga FFT C Package Provides all the source you need to perform detailed frequency analysis utilizing a complete set of Fast Fourier Transform (FFT) routines. The package includes C source for derivation of the Power-Spectrum, Phase-Amplitude Spectrum, Inverse FFT, several window functions and user interface functions. \$152.00

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Circle 104 on Reader Service card.

mode. Features standard 32K buffer which enables storage of up to 16 pages. Users can select fonts, print quality, pitch, condensed print, italic, optional sheet feeder, quiet mode plus many more options. It can produce multi-color output using an optional color-printing kit offered for \$50.00. \$799.00 *Star Micronics Inc.*

### •Laser Printers•

#### LazerXpress

LazerXpress is a 300 DPI Laser printer complete with printer driver. LazerXpress is sold as a bundled system with Publishing Partner Professional, Express Paint and a large collection of fonts. This system allows full dot by dot editing at the 300 DPI level. Under \$2500.00 *C Ltd.*

#### PC Laser 6000/PS

This versatile printer offers Hewlett-Packard's LaserJet Series II emulation. In Postscript mode, users can produce newsletters, brochures, presentation material, computer-aided design and other highly-formatted text and graphic output, and is compatible with many popular software packages. With its parallel, RS-232C serial and RS-422

(Appletalk) interfaces, the PC LASER 6000/PS is compatible with IBM personal computers and compatibles as well as Apple and Macintosh computers. It prints full-page bit-mapped text and graphics at 300 dots-per-inch, and features 35 typefaces in 11 fonts for use in the PostScript mode. In HP mode, 24 standard HP fonts are resident on the printer and additional HP soft fonts can be downloaded. \$4,495.00 *Ricoh Corporation*

### •Printer Buffers•

#### Microshare MCS 8008/MCS 8004

The MCS 8004 and the MCS 8008 are multi use printer buffer and spooler combinations. They allow up to four or eight transparent sharing of a printer device even if the computers are of different makes. \$995.00/795.00 Canadian *Comspec Communications Inc.*

### •Printer Inks•

#### Ink-Jet Ink

Ultra-Black ink in a monopack disposable Maxwell dispenser provides the user with a handy and very easy to use alternative.

Available in two-pack and four-pack sets, or bundled with the other Jet Technology colors: Magenta, Cyan, and Yellow. 5 ml cartridge, \$5.50; 60.0 ml bottle, \$40.00 *Jet Technology*

### Inky Dink

Ink-jet ink for the Xerox 4020 printer and Diablo C-150. Smooth flowing through your printer to reduce clogging. Half the price of the ink now being used. Four colors: cyan, magenta, black and yellow. Three sizes of bottles: 17 cc, 34 cc, 62 cc. \$11.95; 22.95; 39.95 *Software Sensations*

### •Scientific Digitizers & Controllers•

#### Amiga GPIB (IEEE-488)

General purpose digital interface bus card for the A2000. Allows the Amiga to interface with up to 15 other IEEE-488 devices, permitting high speed data transfer. Performs all the talker, listener, and controller functions of the IEEE-488 protocol. One Amiga can control up to 14 GPIB devices. Includes Command Function Library (ACDA GPIB CFL); test application program and C source code. Fits some Amiga 2000 card cages. \$495.00 *ACDA Corporation*

Please see display ad this page





# Miscellaneous Hardware

## AMy-LAB

Data acquisition system; plug-in card for the A2000. \$799.00 *Akron System Development*

## Proto-40K

Digitizer with 16 channel, 12-bit multiplexed analog to digital converter, two 8-bit digital to analog converters, a 3-channel programmable timebase, 16 digital inputs and one expansion card. Also features a highly stable instrumentation amplifier with programmable gain. Data acquisition and process control projects are a snap to develop with the Proto-40K and data acquisitions system (DAS) software and C source code. Sample programs included. Fits some A1000 card cages. call for price *ACDA Corporation*  
Please see display ad previous page

## Proto-5K

Single-channel analog to digital converter with switch-selectable input gain ranges, LED voltage meter, range-test calibration switch and daisy-chain parallel port configuration. Available for each Amiga model. Test, utility, and data acquisition system source code in C ACDA Digiscope demo included. \$279.95 *ACDA Corporation*  
Please see display ad previous page

## SBX-GPIB

Complete IEEE 488 controller on an IEEE 959 module. Handles all IEEE 488 1975/1978 functions and the IEEE 488A 1980 supplement. Supports all talker/listener/controller functions including multiple functions and passing with passing of control. Comes with support software. \$199.00 *ASDG Inc.*

## Data Acquisition Unit

Turns your Amiga into a sophisticated digital storage scope. Measure & Display inputs from millivolts to 50 volts with 1 MHZ bandwidth. Display events from microseconds to hours. Available now. \$179.95 *Datel Computers*

## •Sound & Music Hardware/ Digitizers•

### AMAS

AMAS is a full featured 8-bit stereo audio digitizer complete with a full implementation MIDI interface. The digitizer accepts mono or stereo inputs via its line input sockets and is provided with an extra microphone input socket for direct vocal signal input. \$169.95 *MichTron*

### FutureSound

Audio digitizer with microphone and editing software. \$175.00 *Applied Visions*

### Perfect Sound

Perfect Sound is the number 1 selling sound digitizer on the market. It is fun and

addictive. You use your stereo or a microphone to record your sound in mono or stereo, then use the sound editor to modify the sound. Delete, insert, and play them backwards, faster or slower, graph or flip record sound. It comes with a library of re-recorded sounds and C source code. It supports IFF file format and instruments. \$89.95 *MicroSearch, Inc.*

### Perfect Sound 3.0

Stereo sound digitizer. Includes both hardware and software. New version 3.0 includes new software and hardware. English, German and French versions available. \$99.95 *SunRize Industries*

### Pro Stereo Sound Sampler

High quality stereo sound at a realistic price. Real time level meters. Adjustable trigger level. Hi Res sample editing. Variable sample rate and play back. Available now. \$99.95 *Datel Computers*

### Pro-Sound Designer

A crystal clear sound sampling system for the Amiga that gives a multitude of tools to record and manipulate mono and stereo samples. Features automatic gain control for hassle-free digitizing, plays as many as four samples at once, advanced editing functions with Cut, Paste Overlay and Dynamic Buffering. Also includes auto-record and auto-play triggers, looping and Gender-bender for use on all Amiga models. \$159.95 *Precision Software*

### Pro-Sound Designer—Gold Edition

Professional sound sampler for the Amiga. Easy interface allows capture, manipulation, and playback of real sounds. Features include: automatic gain control; advanced editing; octave and frequency changes; auto-record and play; looping; more. Includes MIDI-plus software to let you playback samples recorded with Pro-Sound and lets you play them back on the Amiga or MIDI keyboard as an instrument voice. Allows up to 10 samples at one time in memory, and offers full control over each sample. \$159.95 *Precision Incorporated*

### SoundScape Sound Sampler

Digitize microphone/audio input to produce sampled sounds in Mimetics or IFF format. \$99.95 *Mimetics Corporation*

### The Starvision Stereo Sound Sampler

The Starvision Stereo Sound Sampler with professional quality sampling capabilities for the Amiga 500/2000 offers high quality sound reproduction while eliminating unwanted noise. Starvision Stereo Sound Sampler gives you the best audio sound effects, realtime stereo sampling, dual channel input controls, both VU and peak indicators, and a mono to stereo switching capability. This unique sampler, also allows the option to switch

between line and microphone input. Both connectors and cable-set are included. 28Khz sampling-rate separate input controls for both channels. \$125.00 *Starvision International*

## •Sound & Music Hardware/MIDI Interfaces•

### Model A Interface

MIDI interface for the Amiga 500 and 2000. \$75.00 *Dr. T's Music Software Inc.*

### Deluxe MIDI Interface

Provides input, thru, two switchable thru/outs for maximum flexibility. Also has a switchable RS-232 pass-through. For the Amiga 500, 1000, 2000. Canadian-\$139.95 U.S.-\$89.95 *Pro-Tronic Systems Ltd.*

### ECE MIDI 1000

Music instrument digital interface. Plugs into the serial port, communicates with MIDI compatible musical instruments and equipment. Includes RS-232 bypass port. \$64.95 *ECE Research & Development*

### ECE MIDI 500/2000

Music instrument digital interface. Plugs into the serial port, communicates with MIDI compatible musical instruments and equipment. Includes RS-232 bypass port. \$64.95 *ECE Research & Development*

### Micro MIDI

MIDI interface with 6 outputs, two switch-selectable inputs, channel loading indicator, and external clock output. Serial pass-through and more. Price unavailable. *Microillusions*

### MIDI 1

The full-featured MIDI for the Amiga computer provides MIDI IN, 2 MIDI OUTS, MIDI THRU, SYNC OUT, RS232/MIDI PASSTHRU, LED's that transmit and receive signals on the MIDI bus, an extra log cable and a metal enclosure. MIDI 1 is fully compatible with any of the many musical software packages available for the Amiga. MIDI 1 is available in an external version for all Amiga computers. A gender changer is required for the Amiga 1000. \$79.95 *Creative Microsystems Inc.*

### MIDI 1000

Amiga 1000 MIDI interface. MIDI IN and OUT. Connects to serial port. \$49.95 *Mimetics Corporation*

### MIDI 500/2000

Amiga 500/2000 MIDI interface. MIDI IN and OUT. Connects to serial port. \$49.95 *Mimetics Corporation*

### MIDI for the Amiga 2000

Standard MIDI IN, 2 MIDI OUT, MIDI thru for the Amiga 2000. Plugs into RS 232 port. \$49.95 *Skyles Electric Works*



# Miscellaneous Hardware



## **MIDI for the Amiga 500**

Standard MIDI IN, 2 MIDI OUT, MIDI thru for the Amiga 500. Plugs into RS 232 port. \$49.95  
*Skyles Electric Works*

## **MIDI for the Amiga1000**

Standard MIDI IN, 2 MIDI OUTs, MIDI THRU plugs into RS-232 port. \$49.95 *Skyles Electric Works*

## **MIDI Gold 500**

Musical Instrument Digital Interface (MIDI) for the Commodore Amiga 500. Features: MIDI IN; 2 MIDI OUTs; MIDI OUT/THRU (switch selectable); Serial Pass-Thru allows other serial devices to be connected at the same time (switch selectable MIDI or serial operation). Compact size (4.3 X 2.3) allows the interface to be connected directly to serial port-no cable required. All metal construction. Two year warranty. \$79.95 *Golden Hawk Technology*

## **MIDI Gold Insider**

Musical Instrument Digital Interface (MIDI) for the Commodore Amiga 2000. Mounts internally without using a card slot. Features: MIDI IN; 2 MIDI OUTs; MIDI THRU; Serial pass-through allows other serial devices to be connected at the same time (switch selectable MIDI or serial operation). All metal construction. Two year warranty. \$89.95 *Golden Hawk Technology*

## **MIDI-STAR Multiple port professional MIDI interface**

Model MS2 X 6 for all Amigas. Includes 2 MIDI INs, 6 OUT/OFF/THRU, all switch selectable and RS-232 with pass-through. All ports have 2-color LEDs that blink when passing data for signal confirmation. MIDI-STAR's distribution control and star configuration eliminates daisy-chains, signal delays and cable changes. \$263.00  
*Spirit Technology*

## **Midimaster**

MIDI Interface for all Amigas. Compatible with all leading software. Has MIDI In, Midi Thru, and 3 MIDI Out ports. Fully opto-isolated. \$59.95 *Datel Computers*

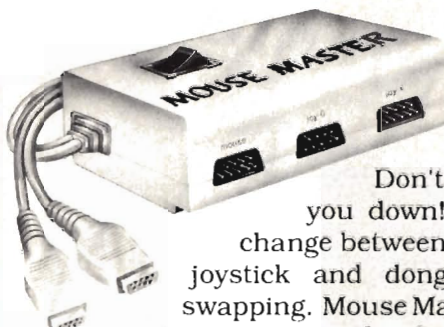
## **Standard MIDI Interface**

Our new standard MIDI interface is designed for high performance and maximum reliability with an IN, THRU and 2 OUTS. Canadian-\$79.95 U.S.-\$64.95 *Pro-Tronic Systems Ltd.*

## **•Sound & Music Hardware/SMPTE•**

### **Micro SMPTE**

Allows Music-X to synchronize with video or audio tape decks. Connects via parallel interface, includes pass-through. Compatible with all models. Price unavailable.  
*Microillusions*



## NOW FOR THE AMIGA!

Don't let those finger aerobics get you down! There's an easier way to change between your mouse and joystick or joystick and dongle without all that cable swapping. Mouse Master lets you instantly switch with just a touch of a button. It's housed in a compact case for stylish good looks and includes its own custom cable. It's the handiest switchbox around!

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Circle 137 on Reader Service card.

## **Sound & Music Hardware/General**

### **MindLight 7**

Combined with Visual Aural's I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A Squared. Includes a oscilloscope and a frequency counter for analyzing and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's music software. \$198.00 *Visual Aural Animation*  
Please see display ad next page

### **•Switchers•**

#### **Command Control Console**

A switching console designed to interface and control digitizing equipment and two printers. Allows a second computer to utilize all devices. Free brochure. Price unavailable.  
*Gladstone Productions*

#### **Mouse Master**

Mouse Master is an innovative switch box that lets you instantly select either your mouse or joystick in Port 1. Also brings out Port 2 to

make all ports easily accessible. Requires no separate power supply and comes with a 26 non-detachable double cable that plugs directly into both ports. Custom molded in gray. \$39.95 *Practical Solutions, Inc.*  
Please see display ad this page

## **Transputers•**

### **Megalink 02 Video Transputer Board**

Comes with one T800 (20, 25 or 30 MHz and 1 to 8 MB) and up to 2 MB Video RAM gives you all the colors needed for computer graphics. 800 x 600 pixels 50 Hz non-interlaced with 16.7 million colors IFF adapter and driver for popular raytracing packages available now! 1 MB RAM and 1 MB Video RAM, 6499 Deutsche Marks *Advanced Computer Design*

### **Megalink 03 Transputer Board**

Very flexible RAM configuration (from 256K to 32MB). You can upgrade the RAM step by step according to your own personal needs. Including one T800 Transputer board, 1 to 4 MB with/without Link-Interface, 3699 to 6999 Deutsche Marks *Advanced Computer Design*

### **The SANG Transputer Board**

New dimensions in microcomputer parallel processing boards designed with 32 bit RISC parallel architecture transputers guarantee that





# Miscellaneous Hardware



## Also Available from Visual Aural Animation:

Visual Aural 1 (v. 1.77) - \$25 - The new expanded and improved version of Visual Aural  
MARS 1 - \$37 - Animation source code especially for MindLight developers  
MindLight Stand - \$11 - Clear acrylic desk stand for the MindLight  
Visual Aural Gerber Driver - \$199 - Laser photoplotter driver to generate printed circuit board artwork

## Coming soon:

Video Production and Editing Hardware - New Visual Aural Software for the MindLight

Circle 155 on Reader Service card.

up to 4 instructions are executed within 1 processor cycle per board. T800 chips are available at operating speeds of 20 MHz, 25 MHz or 30 MHz. Each T800 includes 4 KBytes of extremely fast internal static RAM (50, 40 or 33ns cycle-time) permitting fast access of frequently used data and code without wait states. Ability to freely interconnect an unlimited number of additional transputer boards, the video graphics transputer, SANG parallel memory boards and the INMOS B004 prototyping board. Available software development tools include Parallel C, Parallel Fortran, Parallel Pascal, Transputer-Assembler TASM 2, OCCAM compiler/server OCS and the HELIOS operating system. For special purposes it is also possible to construct systems with hybrid structures such as pipelines or trees. Message routing algorithms can be developed for use in large networks. Price unavailable. *Digital Animation Productions*

## Video Graphics Transputer

High End Transputer Based Graphics and Video System. Provides fast hardware image manipulations such as zoom for applications ranging from computer arts and video to scientific visualization. Software selectable resolutions range from 512x512 to 8192x8192 (max. display 1280x1024). High drawing speeds can be obtained by the use of either 1 or optionally 2 megabytes of dedicated video RAM accessible by both the T800 and the G300 Color Video Controller. Optional cad/cad video digitizer with a resolution of 800 x 600. Graphics libraries are included. CAD software and utilities for texture mapping to wire frames available upon request. The video graphics transputer is an

independent board, but linkable to the SANG transputer for the Commodore Amiga 2000 or IBM AT compatibles. Higher performance can be achieved by connecting additional SANG transputer boards. Price unavailable. *Digital Animation Productions*

## •Transputer Memory•

### Megalink 01 Transputer Board

Very flexible RAM configuration (from 256K to 32MB). You can upgrade the RAM step by step according to your own personal needs. Gives you up to four transputers each with up to 4 MB RAM and up to 60 MIPS/9MFLOPS. 1 to 4 MB with/without Link-Interface, 3699 to 6999 Deutsche Marks  
*Advanced Computer Design*

## •General•

### 5 1/4 Hard Drive Adaptor Bracket

For 3.5 inch drives. \$24.00 *Great Valley Products*

### Batt Disk for A2000

Provides a fast, nonvolatile RAM disk that you can boot from. Survives powerdown. Memory sized range from 64K (standard) to 512K. Battery life to exceed 2 years. Will autoboot to FFS. Hardware write protected to prevent a crash from trashing your data. Possible uses are: Autoboot to a non-autoboot HD. Put commonly used programs in Batt Disk to preserve user memory. Use for development, ie: source code in fast, Guru safe RAM device. Call for information. *Michigan Software*

## Battery Backup System (BC-series)

BC-450 Battery Backup System provides 450 watts of emergency power in the event of a blackout. Surge and brownout protected. Line/Battery power indicator lights and audible alarm. Provides 34 minutes of backup at 1/2 load and 10 minutes at full load. MADE IN U.S.A., 2 year warranty. RFI/EMI Protected. Also available in 200 to 4000 watts, as well as LAN Specific Models. \$499.00 *Tripp Lite*

## Blinky™ SCSI device monitor

Monitors SCSI communications bus and tells you when your Amiga talks to hard drive, tape back-up system, Bernoulli box, or any SCSI device hooked to computer. Also tells you when conversations take place between various devices on the SCSI bus. LED indicators not only let you know which of your SCSI devices are communicating, but also when they are active. \$74.95 *Computer Systems Associates*

## CPS-500

Replacement power supply for the A500. 8 Amps. 3 AC receptacles, transient/spike suppression, more. \$99.95 *Phoenix Electronics, Inc.*

## Eprommer

Eprom programmer for 2716 through 27512, 27513, 27011 for standard, A and CMOS parts. You can read proms as well as save to disk. Available November 1989 \$149.95 *Datel Computers*

## Kickstart Eliminator and RAM Expansion Kit

Install ROM into existing locations on the motherboard, gain an additional 256K of FastRAM. Soldering required. \$129.95 *Creative Microsystems, Inc.*

## Multistart for A500 and A2000

Puts the Amiga 1.1 operating system in ROM. Switch from 1.2 to 1.1 and back using the Amiga keyboard. No soldering. \$29.95. *Michigan Software*

## People Meter

Galvanic skin response stress interface. Can be used for biofeedback, lie-detector experiments and more. Includes software including several meters, graphics programs, and a game with sampled sound. \$59.95 *Aminetics*

## Robotarm

Full function 5 axis movement can manipulate small objects with amazing human-like dexterity. Comes with finger jaws, shovel scoop, magnetic attachment and 2 joysticks. \$89.95 *Datel Computers*

## TACH 25

Hardware/software system for archiving software. High speed duplication works with 2 to 4 drives. Copy up to 81 tracks. Duplicate non Amiga formats. \$89.95 *Datel Computers*



# Books & Tapes



## •Audio Tapes•

### AmigaDOS 1.2 Tutorial

A training package for first-time Amiga users and anyone who has not experienced the power of the Amiga and its operating system. The user is taken through all stages necessary to become proficient in the use of this system. Consists of 2 self-instruction audio cassettes and handbook. Intouch will release its AmigaDOS 1.4 tutorial as soon as the AmigaDOS 1.4 program is released by the manufacturer. \$49.95 *Intouch Tutorials*

### Dynamics Audio Tape

Basic music tutoring with DMCS, Sonix, etc. Includes a 50-page manual and several original scores on audio cassette. \$39.95 *Dynamics*

## •Books/DOS•

### AmigaDOS 1.3 Reference Book

This sixteen-page reference book is designed for use as a guide to standard Amiga keyboard commands. Included are summaries of AmigaDOS commands, the ED editor's commands Standard AmigaDOS devices and assignments, which are arranged alphabetically, and Amiga Error Codes, which are listed by number. \$3.50 *The Computer Club Company*

### AmigaDOS CLI Reference Book 1.2

This reference book is designed to be used as a guide to standard Amiga Command Line Interface (CLI) usage. Included are summaries of AmigaDOS CLI commands, the ED editor's commands, and standard AmigaDOS devices and assignments. Eight pages. \$2.50 *The Computer Club Company*

### AmigaDOS Inside and Out

Covers the inside of AmigaDOS from internal design to practical applications. Topics include: 68000 architecture tasks and handling, CLI, DOS editors ED and EDIT CLI operating notes; how CLI uses Amiga devices; batch files; changing startup sequence; AmigaDOS and multitasking; writing CLI commands; and resetting priorities. \$19.95 *Abacus Software*

### AmigaDOS Quick Reference

An easy-to-use reference tool for beginners and advanced programmers alike. You can quickly find commands for your Amiga using the three handy indexes. All commands are in alphabetical order for easy reference. \$14.95 *Abacus Software*

### AmigaDOS Reference Guide, Third Edition

Covers AmigaDOS version 1.3. Its easily understood tutorial and comprehensive reference guide takes the reader, step by step, through the intricacies of AmigaDOS. Thoroughly illustrated with practical examples. Presents each AmigaDOS command detailing its purpose, format and parameter. \$21.95 *COMPUTE! Books*

### Introduction to AmigaDOS

Strong emphasis on visuals. Helps newcomers, as well as seasoned Workbench users adapt to the SHELL and CLI. Parallels are drawn from the Workbench environment in order to clarify SHELL and CLI equivalents. Countless terms are defined with plenty of graphic examples. Provides user with a basic working knowledge of the SHELL and CLI. \$29.95 *Graphic Expressions*

### The Amiga Companion, Second Edition

A comprehensive guide to AmigaDOS and the CLI. Includes an overview of the Workbench and an introduction to the CLI. This expanded second edition includes full coverage of AmigaDOS 1.3, a new chapter on hard disks, more CLI and SHELL commands, MicroEMACS appendix and over 50 new pages of examples and tips. \$19.95 *IDG Communications*

### The AmigaDOS Manual, Second Edition

Official documentation for AmigaDOS 1.2. Details DOS commands; includes technical reference manual and developers manual. \$24.95 *Bantam Electronic Publishing*

## •Books/Entertainment•

### Maps, Lists, and Answers for Dungeon Master

Contains everything you need to know to succeed at FTL's Dungeon Master. Each map has its own numbered object list and a spell list that matches the magical symbols found in the game. Concisely written for quick reference. \$6.95 *Mullen Graphics*

## •Books/General•

### Amiga Applications

A collection of applications including educational games, personal management programs and business tools. All programmed in AmigaBASIC. A disk which includes the programs in the book is available for \$15.95. \$18.95 *COMPUTE! Books*

### Amiga for Beginners

An introduction to the Amiga, written for beginners. Introduces all the Amiga's options and capabilities. \$16.95 *Abacus Software*

### Amiga Tricks & Tips

Program techniques and listings for every user. Includes information on menus, registers, and more. Optional diskette available. \$19.95 *Abacus Software*

### Beginner's Guide To The Amiga

A general guide to the Amiga for the novice. \$16.95 *COMPUTE! Books*

### Kids and the Amiga

Includes over 30 sections with instructional notes. Has lessons, assignments, and lively illustrations. For both adults and children. \$15.95 *COMPUTE! Books*

### Computer Viruses: A high-tech disease

Introduces viruses and their history, tells about self-operating programs, design and function of viruses, sample listings in BASIC, Pascal, and machine language. Also includes examples of viral software manipulation, protection viruses and strategies. Price unavailable. *Abacus Software*

### First Book of Amiga

A collection of BASIC programs and tutorials designed to teach programming techniques on the Amiga. A disk which includes the programs in the book is available for \$15.95. \$16.95 *COMPUTE! Books*

### Second Book of Amiga

More Amiga programs and articles. Ready-to-type-in software. From games like *Eurclre* and *Laser Chess*, useful applications. A disk which contains all the programs in the book is available for \$15.95. \$16.95 *COMPUTE! Books*

## •Books/Graphics•

### Amiga Graphics Inside & Out

Teaches the super graphics features and functions of the Amiga in detail. Can be accessed from AmigaBASIC or C. Examples of points, lines, rectangles, polygons. Topics reviewed: accessing fonts and type styles in AmigaBASIC, CAD, animation including sprites, bobs and AnimObs, Copper and blitter programming. \$34.95 *Abacus Software*





# Books & Tapes

## Becoming an Amiga Artist

By William B. Sanders. 304 pages. \$19.95  
*Scott, Foresman & Co.*

## INSIDE AMIGA Graphics

A comprehensive tutorial and reference guide on programming Amiga graphics. Includes example programs in both C and AmigaBASIC. \$18.95 *COMPUTE! Books*

## The Amiga User's Guide to Graphics, Sound, and Telecommunications

Covers every aspect of the Amiga, from basic functions to sophisticated features. Music, voice, graphics, animation and telecommunications. \$18.95 *Bantam Electronic Publishing*

## Timing for Animation

Two internationally acclaimed animators explore the art of timing in the animated film. How to achieve different effects depending on the technique used. Heavily illustrated. \$37.95 *Focal Press Inc.*

## Using DeluxePaint, 2nd Edition

Ideas for amateur and professional artists. Basic drawing skills to customizing brushes. Techniques are explained and demonstrated with results shown in more than 100 figures and drawings. Includes an eight-page color section of DeluxePaint artwork. \$19.95 *COMPUTE! Books*

## •Books/Programming•

### Advanced AmigaBASIC

This guide reveals the advanced techniques and commands necessary to write sophisticated programs in AmigaBASIC. Includes numerous sample programs and utilities. A disk which includes the programs in the book is available for \$15.95. \$18.95 *COMPUTE! Books*

### Advanced System Programmer's Guide

A follow-up volume to the internals of the Amiga covering even more topics including Kickstart and covering Workbench 1.3. Presents the conventions for systems programming. Thorough explanations of accessing the facilities, input and output using the devices, using and changing the preferences. Describes the various standard IFF formats. \$34.95 *Abacus Software*

### Amiga 3D Graphics Programming

Learn to use the Amiga's powerful graphics capabilities. Details the techniques and algorithms for writing three-dimensional graphics programs; ray tracing in all resolutions; light sources and shading; and saving IFF graphics. \$19.95 *Abacus Software*

### Amiga C for Advanced Programmers

Information from the pros. How compilers, linkers, and assemblers work; designing and programming user-friendly interfaces in Intuition; managing large programming projects; using jump tables and arrays; combining Assembly language and C codes. Includes complete source code for text editor. \$24.95 *Abacus Software*

### Amiga C for Beginners

Introduction to C on the Amiga. Explains the various language elements using examples specifically geared to the Amiga. Describes C library routines, the compiler and more. \$19.95 *Abacus Software*

### Amiga Machine Language

Learn how to program the Amiga in Machine language, 225 pages. \$19.95 for optional program diskette. \$14.95 *Abacus Software*

### Amiga Machine Language Programming Guide

A complete introductory guide to the Amiga's native language, 68000 machine language. A disk which includes files from the book, all the programs in the book, and a complete Amiga assembler is available for \$19.95. \$21.95 *COMPUTE! Books*

### Amiga Programmer's Guide

Introduces you to the Amiga's graphics and stereo power. Learn how to set up the Amiga, use the mouse and keyboard, and install expansion devices. Examine the fundamentals of AmigaBASIC Logo, and C through example programs. Communicate with PC's and work with VCR's and stereo. \$16.95 *Queue Corporation*

### Amiga Programmer's Handbook, Vol. I Second Edition

Overs 300 pages. Covers exec, graphics, animation, text, layers, intuition, workbench functions and Macros. \$24.95 *Sybex Books*

### Amiga Programmer's Handbook, Vol. II

Covers devices: audio, narrator, parallel, serial, input, console, keyboard, gameport, printer, clipboard, timer, TrackDisk, Exec-support functions and Macros. \$24.95 *Sybex Books*

### Amiga System Programmer's Guide Inside the Amiga

Discusses EXEC structure, multitasking functions, I/O management, interrupts and resource management, RESET, DOS libraries, disk management, and detailed CLI information. Over 600 pages. \$34.95 *Abacus Software*

### AmigaBASIC Inside & Out

Step-by-step guide to programming the Amiga in BASIC. Every AmigaBASIC command is fully described and detailed. Topics include

charts, windows, pull-down menus, files, menus and speech commands. \$24.95 *Abacus Software*

### Back to BASIC

History and philosophy of BASIC by Kemeny and Kurtz. \$12.95 *True BASIC, Inc.*

### COMPUTE!'s Amiga Programmer's Guide

A comprehensive guide to programming the Amiga. Includes example programs and instructions in accessing advanced features. Covers AmigaDOS, BASIC, Intuition, and other important software tools. \$18.95 *COMPUTE! Books*

### Elementary AmigaBASIC

Guide to Amiga's impressive graphics, animation, and sound with complete descriptions of AmigaBASIC's commands, syntax, and organization. Disk available which includes the programs in the book for \$15.95. \$14.95 *COMPUTE! Books*

### Inside the Amiga with C

Explores each of the major subsystems through example programs. Topics covered include AmigaDOS, Intuition and the Executive kernel. \$22.95 *Howard W. Sams & Company*

### Introduction to Computer Applications Using BASIC

Practical uses for programming in BASIC. By Jones. \$30.00 *True BASIC, Inc.*

### Learning C: Programming Graphics on The Amiga and Atari ST

A guide to programming graphics on the Amiga and Atari ST computers using C. Includes tutorials on programming advanced graphics. A disk which includes the programs in the book is available for \$15.95. \$19.95 *COMPUTE! Books*

### More Tricks & Tips for the Amiga

A follow-up book to the bestselling *Tricks & Tips*, this book is a collection of programming quick-hitters, timesaving techniques for efficiently using AmigaDOS and Workbench 1.3, streamlining and improving your programming skills with the CLI and AmigaBASIC. 224 pages. \$19.95 *Abacus Software*

### Programmer's Guide To The Amiga

This example-packed guide for programmers covers a wide range of topics and serves as a complement to the Amiga ROM Kernel Manuals. In use by over 16,000 programmers and available in German, Italian and Danish. Though written for the C language, the author offers source/object disks not only for *Lattice/Manx C*, but also for *Modula-2*. Book: *SYBEX* (or *DATAPATH*); diskettes: \$24.95 *DATAPATH*



## **Programmer's Guide To The Amiga**

A guided hands-on tour of the Amiga system, for AmigaDOS through Version 1.2. Includes examples and ready-to-use routines. \$24.95  
*Sybex Computer Books*

## **Source/Object Diskette for Programmer's Guide To The Amiga**

Source and object code from the Programmer's Guide To The Amiga (SYBEX). Available formats: Lattice/Manx C, TDI Modula-2, or Benchmark Modula-2. Please specify format when ordering. DATAPATH offers special pricing on book/diskette combinations. Write for details. \$15.00  
*DATAPATH*

## **Standard BASIC Programming with True BASIC**

By Catlin. \$24.00 *True BASIC, Inc.*

## **Structured BASIC Programming**

By Kemeny and Kurtz. \$28.00 *True BASIC, Inc.*

## **Structured Programming with TrueBASIC**

By Goldstein, Moore, and Welcher. \$30.00  
*True BASIC, Inc.*

## **The Amiga Microsoft BASIC Programmer's Guide**

By Vahé Guzelimian, Norbert Kuhnert, and Gia Rozells. 280 pp. \$19.95 *Scott, Foresman & Co.*

## **The True BASIC Primer**

General programming textbook by William S. Davis. \$21.95 *True BASIC, Inc.*

## **True BASIC—A Complete Manual**

Programming manual by Simpson. \$14.95  
*True BASIC, Inc.*

## **•Books/Technical•**

### **1988 Amiga Developers Conference Notes**

400+ page manual and disk created for 1988 Amiga Developers Conference. Topics covered include: Unique Amiga Techniques, Tips and Tricks for Programming in C, IFF, Autoboot and Kickstart V1.3, V1.3 Printer Device and Printer Drivers, Amiga Audio and Sound, Overscan, Hi-Resolution Fonts, Programming for 16-Bit Amiga, A500 Expansion Cards and much more. \$75.00  
*Commodore Business Machines*

### **A500/A200 Technical Reference Manual**

A 275-page reference manual that describes the technical features of the A500 and A2000, as well as those features that differ from the A1000. Includes: system block diagrams, Amiga expansion, designing Hardware for the Amiga expansion architecture, driver documentation, software for Amiga

expansion, PC Bridgeboard and description of the PC/XT emulator for the Amiga 2000, BIOS entry points, custom chips, miscellaneous hardware information, clock/calendar registers, power budgets, A2000 PAL equations, and schematics. \$40.00  
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Spiral-bound manual contains full Amiga 1000 schematics, timing diagrams, PAL equations, and documentation for the auto-configuration process. \$20.00 *Commodore Business Machines*

### **Amiga Disk Drives Inside and Out**

All you need to know about Amiga disk drives: data security, drive speedup routines, copy protection, boot blocks, and technical aspects of hardware. Also covers AmigaBASIC; floppy disk operations from Workbench and CLI; DOS functions; disk boot block types; viruses; Trackdisk; and diskette access with DOS. Optional diskette available. \$29.95 *Abacus Software*

### **Amiga Hardware Reference Manual**

Written by the technical staff at Commodore-Amiga. Presents an in-depth description of the Amiga's hardware. Includes tutorial on writing Assembly language programs, descriptions of the coprocessor, the playfields, the sprites, and the blitter. Eight appendices and a glossary also included. 325 pages. \$24.95 *Addison-Wesley Publishing Company*

### **Amiga ROM Kernel Reference Manual: Libraries and Devices**

Provides detailed descriptions of the features and functions of the Amiga ROM Kernel manual, including Exec, Intuition, and Workbench. 950 pages. \$34.95 *Addison-Wesley Publishing Company*

### **Amiga ROM Kernel Reference Manual: Includes Autodocs**

Contains Amiga C and Assembly language include files, function Autodocs, and IFF documents. Provides essential programming materials. 768 pages \$32.95 *Addison-Wesley Publishing Company*

### **Fall 1986 Amiga Developers Conference Notes**

This manual contains the diagrams, outlines and additional notes pertaining to each conference speakers' topic. Some additional information has been included. Some conference topics include: Exec, IFF, System Software V1.2, Amiga Programmers Suite by RJ Mical, 3D Graphics/Ray Tracing, Software Expansion Architecture, Hardware (Inside Amiga, Ports, Disk Information), MIDI Sound Synthesis, Efficient C Programming. \$20.00  
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Schematics for the Amiga 1000 computer, RAM ROM board, power supply, mouse, expansion RAM, keyboard and a physical layout of the CPU board. These drawings will aid repair facilities and permit further investigations and enhancements to be developed. Package includes 4 large (20 X 30 inch) drawings and 3 (12 X16 inch) drawings. \$24.95 *Cardinal Software*

### **Amiga 1000 Schematics and Expansion Specifications**

Spiral bound manual contains full Amiga 1000 schematics, timing diagrams, PAL equations, and documentation for the auto-configuration process. \$20.00 *Commodore Business Machines*

### **Amiga 1000 Schematics and Expansion Specifications**

Spiral bound manual contains full Amiga 1000 schematics, timing diagrams PAL equations, and documentation for the auto-configuration process. \$20.00 *Commodore Business Machines*

### **Guru's Guide**

This Book, Meditation #1, describes the Amiga Exec interrupt system. More than 100 pages covering the design philosophy, general principles, common problems, plus many working examples. Includes details of general interrupts, software, functions, priorities, decoding, dispatching, disabling and sharing. Written by Carl Sassenrath, author of the Amiga Exec system. \$14.95  
*Sassenrath Research*

### **IFF Manual and Disk (October, 1988)**

Spiral-bound manual includes full IFF documentation and source listings for Amiga IFF. The IFF disk contains source code, object files, executable programs and documentation. \$20.00 *Commodore Business Machines*

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Alphabetized description of system calls and data structures. Discussion of libraries and devices. Full description of Amiga hardware. Complete programming examples in BASIC, Assembly language, C, and Modula-2 \$22.95  
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### Desktop Video: A Guide to Personal and Small Business Video Production

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\$14.95 *Harcourt Brace Janovich*

### •Video Tapes/Tutorials•

#### 3D Cookbook Video

A low-cost, low-hype, introductory video instruction course to the Sculpt-Animate series of products. \$24.95 *Byte by Byte*

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\$39.95 + \$4 s/h *Video Advantage*

#### Amiga Instruction Course

Workbench and CLI instruction on a 90-minute VHS, Beta, or PAL. \$29.95 *Clackamas Computers*

#### Director Tutorial Video

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#### Dynamics Video

Basic music tutoring with DMCS, Sonix, etc. Includes a 50-page manual. Several original scores on videocassette. \$59.95 *Dynamics*

#### Introduction to the CLI

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#### Micro Digital Graphics Tape One: Video Graphics Techniques

The first tape in a 3-tape instructional series produced totally with Amiga graphics, animations, titling and effects by Amiga software and Supergen genlock. Provides an excellent example of what can be done with the Amiga and video. Many examples of graphics, titling, animation and special effects and wipes. Covers planning graphics for video applications, uses of training animations, diagrams, graphs, and charts. Sold individually, \$39.95 + \$1.55 s/h, or as part of a 3-tape set available for \$99.50. *Cape Fear Teleproductions, Inc.*

Please see display at this page

#### Micro Digital Graphics Tape Three: Digitizing For Effect

Instructional VHS videotape, approx. 50 minutes. Covers hook-up and set-up of Amiga and NewTek's Digi-view Digitizer and Digidroid. Explains how digitizing works, shows examples of cameras, various equipment hook-ups plus tips on lighting, how to select good images, and applying digitized images to video production. Direct on-screen comparison of live image versus digitized HAM image and HAM versus IFF. Available individually for \$39.95 + \$1.55 s/h, or as part of a 3-tape set available for \$99.50. *Cape Fear Teleproductions, Inc.*

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#### Micro Digital Graphics Tape Two: Color Cycling Animation

Instructional VHS videotape, approx. 45 minutes. Basics of color cycling animation using DeluxePaint II. Begins with explanation of palette and simplest cycling techniques, advances to more sophisticated techniques

and complex animations. Includes Amiga Art Disk full of animations used in the tape plus other stock animated backgrounds to load and use yourself. The 2nd tape in a 3-tape series. Available individually, or as part of a 3-tape set available for \$99.50. *Cape Fear Teleproductions, Inc.*

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#### Professional Techniques for DeluxePaint III

A one-hour VHS video of tutorials, tips and techniques. You will be guided step-by-step through DeluxePaint features including: Cel and Brush animation, text manipulation, 3D perspective and many other features. \$24.95+ \$3 S&H *Electronic Arts*

### •Video Tapes/Video•

#### BACKGROUNDER The Videotape

Broadcast quality background on videotape to be used with Amiga to overlay graphics and titling. From weddings to hi-tech industrial applications. Every background has its own distinctive music. Available tape format: 8mm video/VHS/S-VHS/3/4 U-matic and U-matic SP. Available November 1989. Price unavailable. *Philadelphia Video Lab Inc.*

#### Pro Video Gold Demo Tape

A helpful video tape that offers instruction and useful tips for operating JDK Images' Pro Video Gold. \$10.00/ VHS; \$20.00/ for 3/4-inch *JDK Images/Shereff Systems*

#### Video Visions Titler Set-The Video

Contains all the backdrops-objects that comprise the Titler Set on disk. This Videotape version is for those who do not have Amigas, but yearn to utilize graphics for their video productions. Contains: videographer, titler, advertiser and broadcaster volumes on tape. \$49.95 *CV Designs*

#### Volume I: How To Use The Amiga For Video

A one-hour VHS videotape for beginners who have never used the Amiga. \$39.95 *TV One Productions*

#### Volume II: How To Make TV Commercials With The Amiga

A VHS videotape for Amiga video enthusiasts. \$199.95 *TV One Productions*

#### Volume III: How To Make Presentations & Sales Tapes With The Amiga

A VHS videotape for Amiga video enthusiasts. \$199.95 *TV One Productions*



# Accessories & Services



## •Accessories/General•

### Ami-Stand

Organizes your Amiga and peripherals for a neat appearance. Free brochure. \$39.95 *Gladstone Productions*

### Amiga 500 Command Center

Holds two 3.5 floppy drives or one floppy and one hard drive. Holds monitor directly above keyboard. Deluxe model features cooling fan, surge protection, noise filter, and five AC outlets that are remotely switched on and off for fingertip control over all components. \$179.95 *Lamplighter Software, Inc.*

### Amiga 500 Work Center (Deluxe Model)

Holds two 3.5 external drives or one 3.5 and a 20/30 MB hard disk just above the keyboard. Includes fan, surge protection, and EMI filter. Five AC outlets connected to a remote power keypad give you system control at your fingertips. \$179.95 *KETEK, Inc.*

### Amiga 500 Work Center (Plain Model)

Holds either two 3.5 external drives or one 3.5 and a 20/30 MB hard disk just above the keyboard. \$99.95 *KETEK, Inc.*

### AmiSound

AmiSound is a 3-in-1 peripheral box that provides: (a) Monitor Stand-raises monitor for better viewing, (b) Power Center-computer/peripherals plug into the back of the box, all are controlled by front mounted lighted rocker switches, surge suppressed, (c) 12 Watt stereo amp-6 watts/channel high quality amp with left/right front-mounted volume controls (separate). Available October 1, 1989. \$99.95 *AmiTech Computers*

**Please see display ad page 164**

### Covergear

A new deluxe series of nylon dust covers that span virtually the entire range of computers, keyboards, printers and monitors. Covergear is silver with coordinated blue piping. Features drawstring that secures and shapes cover snugly, a special built-in stuff sack that allows for neat, convenient storage. Water resistant, stain resistant, anti-static nylon. \$12.95 to \$28.95 *Computer Coverup, Inc.*

### Mouse Tune

Mouse Tune is a universal mouse cleaning tool for use with virtually all computer mice. Price Unavailable *T.S.R. Hutchinson Co.*

### Plexi-glass case for the Amiga 2000

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### Mouse Wash 2500

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Monitor screen cover that virtually eliminates hi-res Flicker. Attaches easily to the front of your monitor. Simple hook and hold method or high quality super stick velcro tabs. Improves contrast and relieves eye strain. \$14.95 *MicroSearch, Inc.*

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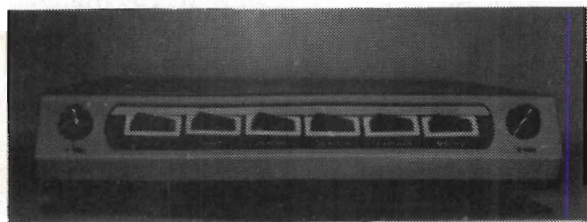
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### **Stand for 500**

All-metal stand to put monitor on top of the A500 with shelf. Also brings mouse and joystick ports around to side of machine.

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Vertical disk storage unit, large capacity, wall mountable, organizing compartments. Holds over 120 3.5 disks. \$29.95 *Vertical Solutions*

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Vertical disk storage unit, large capacity, wall mountable, organizing compartments. Holds over 240 3.5 disks. \$49.95 *Vertical Solutions*

### **•Accessories/Audio Amps•**

#### **Audio 2000**

Stereo amplifier for the A2000. Features true stereo, 100% separation with front dual volume controls and headphone jack. The main amplifier board fits in the IBM type card slots. Works with any software. \$175.00 *Day's*  
**Please see display ad page 165**

### **Audio DC AMP**

Direct coupled amplifier for positioning systems. Two outputs with 255 voltage levels. Ten turn adjust for gain and offset. Output range +5 volt. A plug in unit for the 2000 and adaptable to the 1000 and 500. \$145.95 *Days*  
**Please see display ad page 165**

### **•Accessories/Workstations•**

#### **The Ergotron Design Station**

Free-standing design station rescues valuable desk space. Place the CPU on the adjustable shelf, which can be adjusted 6-inches vertically. Suspend the monitor above the desk using the workstation's hydraulic Radial Arm, which provides 20-inch horizontal, 20° Tilt, and 360° rotation. Models in 25 and 30 inch widths, and 64, 70 and 78 inch heights. \$1065.00 to \$1600.00 *Ergotron*

#### **The Ergotron Workstation Suspended Radial Arm Computer**

Workstation designed to save valuable work space by suspending the Monitor and

Processor above the work surface. Provides shelf for the processor and a radial arm that suspends the Monitor above the desktop. The pivoting arm lets the user adjust the monitor to any position and provides a 6-inch vertical adjustment, 20° tilt, and 360° rotation with the touch of a hand. Models in 25 and 30 inch widths, and 64, 70, 78 inch heights. \$625.00 to 1600.00 *Ergotron*

### **•Services•**

#### **35mm Color Slide Transformer Service**

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#### **Black Cat Printing Services**

Desktop publishing services. Call for details. *Black Cat*

#### **Photographic Hardcopy from Amiga Files**

Slides, transparencies, B/W and color prints with no scan lines, full file resolution and correct color reproduction. Commercial service price on request. *Philadelphia Video Lab Inc.*

#### **Prosumer Slide**

Slides with no scan lines, full file resolution and correct color reproduction. Same quality as Commercial Service, but delivery in 10 days. \$7.50 per print (minimum 3 prints +\$5 for S&H) *Philadelphia Video Lab Inc.*

#### **Slide Service**

Film recording service. Prices are \$3 per slide, with a minimum order of 2. All Amiga graphics modes and resolutions supported. \$3-\$5 per slide *Slide City*

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## Educational Consulting

As both an Amiga Educational Dealer and a teacher using Amigas, Mr. Horan offers Educational training, consulting and products from kindergarten through grade 12. Call for information. *Mr. Horan's Computer Lab*

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## Four Color Separation

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## CV Design Services

Enhance existing images with various software packages. Amiga IFF files from disk (Polaroid.Palette) to slide, IFF files designed (Polaroid.Palette and Screen shot), color and b&w hardcopy from Okimate 20 Thermal printer (75 dpi), digitized or designed images to Amiga disk, video animation, art makeup and design (complex graphics). laser service (300 dpi) in color or black and white, overheads also possible. Art production and transfer service of slides. Conversions and video disk support available. Call or write for information. *CV Designs*

## Applied Creative Arts

A complete graphics service bureau offering down loading services for computer artists, researchers, video producers, designers, and anyone interested in high quality output at reasonable prices. Services include 35mm color slides, Vu-Graphs, photographic prints, high resolution digitizing, color separations, halftones, video transfers, and custom services. All work is done in-house. Price varies with services and materials ordered. *Applied Creative Arts*

## Amiga File Transfer to Video Tape

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## •On-Line Information Services•

*The following companies provide 24 hour Amiga On-line services with various additional features. Conferencing with other Amiga users is available on all of these systems and is only one of the many services they provide. Share ideas, hints, tips and more with the Amiga Community!*

American PeopleLink

BIX

CompuServe

GENie

Please see display ad page 23



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
1.3 Enhancer Kit	119	AC/BASIC 1.3	113	American PeopleLink	65	AmiSound	63
1.3 roms	148	AC/FORTRAN	113	Ami-Stand	63	Amnegg I	145
1988 Amiga Developers Conference Notes	161	ACB-4000	134	AMI-X10	123	AMT	107
2 Drive HC SCSI Cable	148	ACB-4070	134	Ami., Alignment System	118	AMy-LAB	156
2 MB RAM Expansion	145	AccelerDisk	118	AMIC Sportster Pack	126	Analogies I	79
2+2 Home Management System	105	Access-64	148	AMIC Term	126	Analogies II	79
3 1/2 Slimline Drive	133	Accounts Payable	105	AmiForum	65	Analytic Art	114
3 Drive SCSI Cable	148	Accounts Receivable	105	AMIG-A-TOSH	148	Analyze!	110
3-D Helicopter Simulator	41	ACD Serial Interface		Amiga-a-Tosh Plus	148	Andromeda Mission by Demonware	42
3-D Pool	41	Boards 2 & 4	154	Amiga 1000 Memory Expansion Board	145	Animagic	84
3-Demon	80	Action Fighter	41	Amiga 1000 Schematics and Expansion Secifications	161	Animate Turbo Board I	128
3.5 Floppy Drive-External	133	Actionware Light Phaser	150	Amiga 2000 Memory Expansion Board	145	Animate Turbo Board II	128
3.5 Floppy Drive-Internal	133	Advanced AmigaBASIC	160	Amiga 2MB Expansion for A1000	145	Animate Turbo Board III	128
300 DPI Scanner	129	Advanced Autoboot Eprom Kit	134	Amiga 2MB Expansion for A2000	145	Animate-3D	81
30MB Seagate Bundle	141	Advanced Dungeons and Dragons: Heroes of the Lance	41	Amiga 2Mb Expansion for A500	145	Animated Fonts	82
30MB Seagate Bundle	141	Advanced String Library	116	Amiga 3D Graphics Programming	160	Animation	103
32-bit Memory Expansion Board	147	Advanced System Programmer's Guide	160	Amiga 500 Command Center	63	Animation Station	84
32-bit Memory Expansion Board 2MB	147	Adventure Construction Set	41	Amiga 500 Memory Expansion Board	145	Animation: Apprentice	81
32-bit Memory Expansion Board 4MB	147	Adventure Workshop	41	Amiga 500 Work Center (Deluxe Model)	63	Animation: Editor	84
35mm Color Slide Transformer Service	64	Aegis Draw 2000	84	Amiga 500 Work Center (Plain Model)	63	Animation: Effects	81
35mm Slides	65	Aegis Modeler 3D	80	Amiga Applications	159	Animation: Flipper	81
360 dpi Fonts	94	Aesop's Fables	71	Amiga C for		Animation: Libraries	84
3D Cookbook Video	162	After Burner	41	Advanced Programmers	160	Animation: Multiplane	84
3D Elevation Library CAD/CAM	85	Age of Sail	41	Amiga C for Beginners	160	Animation: Quick2D	81
3D Graphics	115	Air A1010	133	Amiga Desktop Video	161	Animation: Rotoscope	81
3D Options	81	Air A2010	133	Amiga Disk Drives Inside and Out	161	Animation: Soundtrack	84
3D Professional	80	Air TTL	153	Amiga Encyclopaedia On A Video	162	Animation: Stand	84
4 in one!	41	Airball	41	Amiga File Transfer to Video Tape	65	Animation: Tiler	96
4 x 4 Off Road Racing	41	Aircraft Pics	87	Amiga for Beginners	159	Animator with Images	81
4-button puck	152	AIRT	113	Amiga GPIB (IEEE-488)	155	Annals of Rome by DataSoft	42
4-OP Deluxe	102	Ajag	41	Amiga Graphic Services	64	Anova	124
4-Player Adaptor Cable	150	Alegria	145	Amiga Graphics Inside & Out	159	ANSIED V1.2	115
4004/4004S Genlockable Video Graphics Encoder	131	Algebra I	76	Amiga Hardware Reference Manual	161	Anti-Virus	120
4005/4005S Genlockable Video Graphics Encoder	131	Alien Fires-2199 A.D.	41	Amiga Instruction Course	162	Antonyms	73
40MB Quantum Bundle	141	Alien Syndrome by Sega	42	Amiga Link	99	Antonyms	79
40MB Quantum Bundle	141	All About America	76	Amiga Logo	114	APL 68000	113
46MB Seagate Bundle	141	All About Whales (story diskette)	78	Amiga Machine Language Programming Guide	160	Applied Creative Arts	65
48MB Seagate Bundle	141	AlohaFonts Volume 2	88	Amiga MOUSE	152	AProDraw 12 x 12 inch Graphics Tablet	151
4th & Inches	41	AlohaFonts Volume 3	88	Amiga Multi-User Software	118	AProDraw 18 x 12 inch Graphics Tablet	152
4th & Inches Team Construction Disk	41	AlohaFonts Volume 1	88	Amiga Programmer's Guide	160	AProDRAW 9 x 6 inch Graphics Tablet Package	152
5 1/4" Hard Drive		Alternate Reality: The City by DataSoft	42	Amiga ROM Kernel Reference Manual: Libraries and Devices	161	Aquaventura	42
Adaptor Bracket	158	AM-10R/1000	143	Amiga ROM Kernel Reference Manual: Includes Autodocs	161	Aquisition	106
512K RAM Expansion	145	AM-10R/2000I	143	Amiga Sound Oasis	103	Arazok's Tomb	42
64 Emulator	120	AM-10R/2000X	143	Amiga System Programmer's Guide	160	Archipelagos by Fanfare	42
8-UP! (DIP) FastRAM	145	AM-10R/500	143	Amiga Trackball Controller	150	Arcticfox	42
8-UP! (SIMM) Fast RAM	145	AM-1308/1000	137	Amiga Tricks & Tips	159	Arena	42
80MB Quantum Bundle	141	AM-1308/2000X	137	Amiga Video Microscope System	150	AREXX	113
80MB Quantum Bundle =MAX=	134	AM-161/1000	137	Amiga-Ready Replacement Keyboard C-101a	152	Arima Techniques	124
A Christmas Carol	71	AM-161/2000X	137	Amiga-Ready Replacement Keyboard C-101c	152	Arithmetic	77
A Mind Forever Voyaging	41	AM-21/2000I	137	Amiga-Ready Replacement Keyboard C-101i	152	ARKANOID	42
A Sound Library Vol.1 to 3	103	AM-24/1000	137	AmigaBASIC Inside & Out	160	Art Gallery I & II	91
A-Drum	102	AM-24/2000X	137	AmigaDOS 1.2 Tutorial	159	Art Gallery: Fantasy	91
A-Max	148	AM-24/500	137	AmigaDOS 1.3 Reference Book	159	Art Nudes	87
A-Talk III	126	AM-31/2000I	137	AmigaDOS C Development System 5.0	113	Art of Chess	42
A-Time	149	AM-332/1000	137	AmigaDOS CLI Reference Book 1.2	159	Art Parts Volume 1	87
A-Video	130	AM-332/2000X	137	AmigaDOS Express	127	Art Parts, Vol. 2	88
A. X. Magazine	122	AM-34/1000	137	AmigaDOS Inside and Out	159	Arthur: The Quest for Excalibur	42
A.L.F. (Amiga Loads Faster)	134	AM-34/2000I	137	AmigaDOS Quick Reference	159	Artistic Expressions	87
A1010 3.5" Floppy	133	AM-34/2000X	137	AmigaDOS Reference Guide, Third Edition	159	ASDG-RESEP	95
A1020 5.25 External Drive	133	AM-34/500	138	AmigaDOS Toolbox	118	AssemPro	113
A1050 512K Expansion	145	AM-51/1000	138	AmigaDOS V1.3 Native Developer Update	115	Atredes BBS (includes Skypaint)	126
A1084S Stereo Color Monitor	153	AM-51/2000I	138	AmigaMETAFont	92	Atredes SkyPaint	126
A1680 Modem/1200 RS	153	AM-51/2000X	138	AmigaTerm	126	Atredes Terminal	126
A2000 CPU	149	AM-51/500	138	AmigaTeX	92	AU-901 CLAS	78, 121
A2000 HD CPU	149	AM-60T/1000	144	AmigaView 2.0	116	Audio 2000	64
A2000 K-card Adapter	150	AM-60T/2000I	144	AmiGen	131	Audio DC AMP	64
A2000-FD2010	133	AM-60T/500	144	AmiKit	127	AudioMaster II	103
A2010 3.5" Internal Drive	133	AM-65/1000	138			Audiotools for the Amiga	103
A2058/2 8Mb RAM Expander	145	AM-65/2000I	138			Aunt Arctic Adventure	42
A2088D Bridgeboard	148	AM-65/2000X	138			Aussie Joker Poker by Joker Software International	42
A2090A Hard Disk SCSI/Controller	136	AM-65/500	138			Auto Droid	129
A2286D	148	AM-71/2000I	138			Autoduel	42
A2300 Internal Genlock	131	AM-72/2000I	138			Autogram C	113
A2500 CPU	149	AM-75/1000	138			AutoKlick	118
A2620/2 2Meg	128	AM-800W/1000	143			Avatex 1200 E	153
A2620/4 4Meg	128	AM-800W/2000X	143			Avatex 2400 E	153
A500 CPU	149	AM-800W/500	143			Avocet 68000 Family Assembler	113
A500/A200 Technical Reference Manual	161	AMAS	156			Award Maker Plus	94
A501 RAM Expander	147	aMEGA Board	145			Awesome Arcade Action Pack by Arcadia	42
A520 Video Adaptor	130	aMEGA Board-U	145			AX 1000/AX 2000 RAM Board	145
A590	135	Amegas	42			Axe Of Rage	42
Aaargh by Arcadia	41	American History Adventure	76			Aztec C68K/Am 3.6	116
						Aztec C68k/am-p-Professional System	113



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
Aztec CC68k/Am-d Developer System	113	Bomb Busters	44	College Aptitude Reading Comprehension Exercises	79	DeathBringer	46
B-Paint	87	Boomeroid	77	Color Enhancement Filter	153	Decimal Dungeon	77
B.A.D.	118	Borders Font Set	92	Color Splitter	129	Decision Analysis Techniques	125
B.E.S.T. Business Budgeting	105	Bottom Liner	105	Colossus Chess	45	Decision Trees and Tables	125
B.E.S.T. Business Management	105	Bowling	44	Combat Course	45	Deep Scan Burst Nibbler	119
B.E.S.T. General Ledger	105	Breach	44	Combat Zone	45	Defcon-5	46
B.E.S.T. Payroll Management	105	Breach 2	44	Comic Art—Science Fiction	92	Deja Vu II: Lost in Las Vegas	46
B.E.S.T. Plan/IT	110	Bride of the Robot	44	Comic Art—Super Heroes	92	Deja Vu: A Nightmare Comes True	46
BAAL	42	Bridge 5.0	44	Comic Setter	91	Deluxe Maps Vol. I	87
Back to BASIC	160	Bridge Drive Commander	148	ComicArt-Funny Figures	92	Deluxe MIDI Interface	156
BACKGROUND: The Video Tape	88,162	British Open Courses	44	Command Control Console	157	Deluxe Music Construction Set	100
Bacpac	150	Broadcast Titler	96	Commercial Font Set	93	Deluxe Productions	96
Bad Dudes	42	Brumbar's Backgrounds	88	Commissioner's Disk	45	DeluxeHelp for AmigaDOS	127
Balance of Power	42	Bubble Bobble	44	Compiler Companion 1.0	116	DeluxeHelp for Calligrapher	90
Balance of Power: The 1990 Edition	42	Bubble Ghost	44	Complete Cross-reference	122	DeluxeHelp for Deluxe Paint	90
Balancing Act	77	Budgeteer	105	Complete Practical Composition Series	74	DeluxeHelp for Deluxe Paint III	89
Ballstix	43	Build'Em™	87	Comports 4, Comports 8, RS-232 Communications Interface	154	DeluxeHelp for DigiPaint	90
Ballyhoo	43	Bureaucracy	44	Composer's SoundLib Mimetics' Exclusive (Vol. 3)	103	DeluxeHelp for DigiPaint II	90
Barbarian	43	Business Font Set	92	Composer's SoundLib IFF Portable Vol. 1	103	DeluxeHelp for DigiPaint	90
Bars and Pipes	100	Business Statistics	109	Composer's SoundLib IFF Portable Vol. 2	103	DeluxeHelp for PageSetter	95
Batman the Caped Crusader	43	Butcher	90	Composer's SoundLib IFF Portable Vol. 3	103	DeluxeHelp for Photon Paint	90
Batt Disk for A2000	158	Byte Box	145	Composer's SoundLib IFF Exclusive (Vol. 1)	103	DeluxeHelp's Advanced Techniques,Textures & Backgrounds for Deluxe Paint II	89
Battery Backup System (BC-series) BC-450	158	C Language Library	116	Composer's SoundLib IFF Portable Vol. 4	103	DeluxePaint II	86
Battle Squadron	43	C Toolkit	116	Composer's SoundLib IFF Portable Vol. 5	103	DeluxePaint III with Animation	86
BattleDroidz by DataSoft	43	C++ Compiler	113	Composer's SoundLib IFF Portable Vol. 6	103	DeluxePhotoLab	86
Battleship	43	C-1500 Computer System	150	Composer's SoundLib Mimetics' Exclusive (Vol. 1)	103	DeluxeVideo 1.2	96
BattleTech : The Crescent Hawk's Inception	43	C-Light	80	Composer's SoundLib Mimetics' Exclusive (Vol. 2)	103	DeluxeVideo III	96
Baud Bandit	126	C-View I	131	CompuServe	65	Demon's Winter	46
Baud Bandit 2400	153	C-View II	131	COMPUTE's Amiga Programmer's Guide	160	Denaris by Hard Wired	47
BBS-PC!	126	C-ZAR	102	Computer Viruses: A high-tech disease	159	DESCARTES!	77
BeckerText	111	C.A.P.E. 68K	113	ConMan	116	Design 3D	80
Becoming an Amiga Artist	160	C.L.A.S. (Version 1.2)	79, 121	Contra	45	Designasaurus™	79
BEGINNER's GUIDE TO THE AMIGA	159	C128 Developer's Package	115	Conversation With a Computer	46	Designer Databases-Business I	106
Beginning German	75	CA-880	133	Copyist Apprentice	104	Designer Databases-Home I	106
Benchmark Modula-2	113	CA-880 3.5 Floppy Disk Drive	133	Copyist DTP	104	DesignText	111
Better Dead than Alien	43	CAD Parts	85	Copyist Level I	104	Desktop Artist	87
Better View	123	Caged Artist Editor/Librarian	102	Copyist Professional	104	Desktop Budget	105
Beyond 2400 AD	43	CAL 032 Superlink	154	Corruption	46	Desktop Video: A Guide to Personal and Small Business Video Production	162
Beyond Dark Castle	43	CAL 042 Superlink	154	Cosmic Bouncer	46	Desserts Cookbook	122
Beyond Zork	43	Calculus	77	Cosmic Relief	46	Destroyer	47
Bible Files On Disk	124	California Challenge	44	Covergear	63	Developer System with Source Debugger and Library Source	113
Big Dollar Synth	103	California Games	44	CP-941 Capitalization	74	Developer's Toolkit	116
Bingo Parlor	43	Caligari	82	CPS-500	158	Devpac Amiga 2.0	113
Biology by Martha College Edition	71	CalligraFonts/Asha's	88	CPU-992 1	128	DHA-20	138
Biology by Martha High School Edition	71	CalligraFonts/Lion's Assorted	88	CPU-992-XX	128	DHA-40	138
Biology By Martha: Human	71	CalligraFonts/Novelty	89	Craps Academy	46	DHA-80	138
Biology By Martha: Human Biology CE	71	Calligrapher 1.05	89	Crash Garrett	46	Diabetic Diet Manager	76
Biology By Martha: Invertebrate Animals CE	71	CanDo	121	Crayons And Rainbows	71	Diablo	47
Biology By Martha: Invertebrate Animals HSE	71	Capone	44	Crazy Cars	46	Diamond	86
Biology By Martha: Microbiology CE	71	Captain Blood	44	Creature	46	Digi-Droid	129
Biology By Martha: Microbiology HSE	71	Captain Fizz Meets The Blaster-Trons	44	Cross-Links	74	Digi-Paint	86
Biology By Martha: Plants CE	71	Carlos Monte's 7-Card Nopeekie	44	CrossDos	120	Digi-Paint 3	86
Biology By Martha: Plants HSE	71	Carlos Monte's Blackjack/Solitaire	44	Crystal Hammer	46	Digi-View Gold	129
Biology By Martha: Reproduction CE	71	Carlos Monte's High-Rolling Craps	44	Custom - BBS!	126	Digi-Weather	127
Biology By Martha: Reproduction HSE	71	Carrier Command	44	Cuthroats	46	DigiScope V1.0	122
Biology By Martha: Vertebrate Animals CE	71	Casino Fever	44	CV Design Services	65	Digital Landscape	75
Biology By Martha: Vertebrate Animals HSE	71	Castlevania	44	CVC Video Workstation™	130	Digital Studio	100
Biometrics	124	CBTREE	116	CYBER Graphics Architectural Design Disk	80	Digitizing Slideshow by New Image Productions, Inc.	97
Bionic Commando	43	Celtic Open Font Set	92	CYBER Graphics Future Design Disk	80	DigiWorks 3D	81
Bird Pics	87	Centerfold Squares	45	CYBER Graphics Human Design Disk	80	Dinowars	47
Birds 'N' Bees	65	CGI Font Library Set 1&2	97	CYBER Graphics Microbot Design Disk	81	Direct Animation	82
BIX	65	Charon 5	45	CygnusEd Professional 2.0	115	Director Tutorial Video	162
Black Cat Printing Services	64	Check Ledger	105	Cynilic Alphabets 1.1	93	Discovery Game Disk with Math or Spell	79
Black Lamp	43	China Pics	87	CZ Rider	102	Discrete Mathematics	77
Black Shadow	43	CHIPendale Workbook	124	Dark Castle	46	Disk-2-Disk	120
Blackjack Academy	43	Choromap	75	Dark Side	46	Disk-Master	120
Blinky™ SCSI device monitor	158	Christmas Pics	87	Data Acquisition Unit	156	DiskKwik 2.0	118
Blitzkrieg at the Ardennes	43	ChromaPaint	86	Database 4	106	Distant Armies	47
Block Buster	43	Chrono-Quest	45	DataConnect	127	Distant Suns	78
Blockout	44	City Defense	45	DATAFAX	106	Distant Suns	47
Blood Money	44	City Desk 1.1	91	DataRetrieve	106	DNA Music	104
Blue Angels	44	City Desk 2.01	91	Datastom	46	Dominoes	47
BoardWalk Font Set	92	City Desk Art Companion Vol. 1: People and Technology	91	dBBC III 2.0	106	Donald Duck's Playground	71
Bobo	44	City Desk Art Companion Vol. 2: Banners, Borders and More	91	dbPro	106	DONDRA—A New Beginning	47
BOING ! Mouse	152	City Desk Art Companion Vol. 3: Brushes and Screens	92	Death Sword	46	DOS-2-DOS V3.1	120
		City Desk Art Companion Vol. 4: Holidays and Sports	92			Double Dragon by Arcadia	47
		Classic American Courses	45			Double Dribble	47
		Classic Script Font Set	92			Doug's Color Commander	90
		Clever & Smart	45			Doug's Math Aquarium	77
		CLI-Fonts	118			Downhill Challenge	47
		CLImate	120			Dr Doom's Revenge	47
		Clip Art 1-8	87			Dr. Drums, Dr. Keys, Bach Songbook	104
		Cluster Analysis	124			Dr. Plummet's House of Flux	47
		CMI Net Utility	123			Dr. Term Professional	126
						Dr. Xes	47
						Dragon's Lair	47



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
DragStrip™ A2000		F-Basic System Source		Frame Grabber 2.0	97	Headline Font Set	93
RAM Accelerator	128	Level DeBugger (SLDB)	116	FrameBuffer	131	Health Med	76
DRAM-256-1M	145	F/A-18 Interceptor	48	FrameGrabber	129	Heat Wave	51
Draw	84	F40 Pursuit Simulator	48	FrameGrabber 256	129	Heavy Metal Modern	
Draw 2000	84	Facell	118	Framing & Foundation Library	85	Land Combat	51
Dream Zone	47	Face Off	48	Freeway Massacre	49	Heraldic Pics	87
Drum Studio	102	Faery Tale Adventure	48	French Grammar II	75	Hex	51
DSM	113	Falcon	48	French Grammar III	75	Highway Hawks	51
Dual 3.5 Drive	133	Fall 1986 Amiga Developers		French Grammar I	75	HiSoft Basic Professional	113
Dual Gun Adaptor	150	Conference Notes	161	Fright Night	49	History Expansion Disk for	
Dual Serial Board	154	Famous Courses Disk Volume #1	49	Frostbyte	50	Discovery	76
Dungeon Construction	47	Famous Courses Volume II	49	Fruit Friend	120	Hitchhiker's Guide to the Galaxy	51
Dungeon Master	47	Famous European Courses	49	FTD Pilot	79	Hits Disk	51
Dungeon Quest	48	Fancy 3D Fonts	81	Future Touch 13' Analog RGB		HMSL	102
Dunlap Utilities	118	Fantavision	82	Monitor Touch Screen Kit	152	Hole-in-One Miniature Golf	51
DX Heaven	102	FASM65	113	Future Touch Integrated Touch		Hole-in-One Miniature Golf	
DX Voices	103	FASM68	113	Screen Monitors	152	Extra Course Disk #3	51
Dynamic CAD 2.3	84	FASM85	113	Future Touch Integrated Touch		Hollywood Hijinx	51
Dynamic Studio	100	Fast Break	49	Screen Systems	150, 153	Hollywood Poker	51
Dynamic Word	111	FastCard Jr.	139	FutureSound	156	Home Front™	108
Dynamics Audio Tape	159	FastCard M150	139	Galactic Conqueror	50	Home Inventory Manager	110
Dynamics Video	162	FastCard Q40	139	Galactic Invasion	50	Home Office Advantage	108
EaSy LoanS™	105	FastCard Q80	139	Galileo 2.0	78	HomeBuilders_CAD	84
Earl Weaver Baseball	48	FASTFACTS The Elements	78	Galleria Volume 1: Sci-Fi	90	HomeBuilders_Choice	85
Earl Weaver Baseball Data Disk	48	FASTFACTS The Solar System	78	Galleria Volume 2:		HomeBuilders_Print	85
Early Math MA-902	71	FastFonts	118	Transformations	90	HomeWord Plus	111
Easy Ledgers	105	FastPac™ A2000 32 bit		Galleria Volume 3: Otherness	90	Hostage	51
Easy Streamer	144	SRAM boards	147	Game Play	103	Hot & Cool Jazz	103
EaSy! A1000 by Anakin Research	152	FasTrack A1000 Accelerator	128	Ganymcd	50	Hotlicks	100
EaSy! A2000 by Anakin Research	152	FasTrack™ A2000 Accelerator	128	Gauntlet II	50	How a Bill Becomes a Law	78
EaSy! A500 by Anakin Research	152	FastRam	145	GEN/ONE	131	How to Spell	74
EbonStar	48	FastTape 60E	144	General Inventory System	110	Hurricane	128
ECE Alignment Kit	134	FastTrak Jr.	139	General Ledger	105	Hurricane 2800	136
ECE MIDI 1000	156	FastTrak M150	139	Generic News	122	Hurricane 2800	134
ECE MIDI 500/2000	156	FastTrak Q40	140	GENie	65	Hurricane 2800	128
Echelon	48	FastTrak Q80	140	Geniscan Handy Scanner	130	Hurricane 68030 Interface System	128
Eclips	92	Fat Agnus Chip	148	Genius Mouse	152	Hurricane Accelerator Board	
Econometrics	125	Fat Tracks	119	GENP version 1.01	123	16MHz	128
Educational Consulting	65	Femme Fatele	49	Geography Expansion Disk		Hurricane Accelerator Board	
Elan Performer	82	Ferrari Formula One		for Discovery	76	20MHz	128
Electric Crayon Deluxe:		Grand Prix Racing	49	Gerber Driver	85	Hybris	51
At the Zoo	71	Feud	49	Gettysburg: The Turning Point	50	Hyperdome	51
Electric Crayon Deluxe:		Fiendish Freddy's Big Top O' Fun	49	GFA BASIC 3.0	113	I Ludicrus	51
Dinosaurs Are Forever	72	Final Assault	49	GFL Championship Football	50	I.C.E. Integrated Calculation	
Electric Crayon Deluxe:		Final Mission	49	Ghostly Grammar	74	Engine	118
All Dogs Go To Heaven	72	FinalPrint	94	Giraffe-X Desktop Services	65	Icon Magic	86
Electric Crayon Deluxe:		FIP 20	138	GIRLS: Impressions of the Riviera	121	Icon Paint	86
Coloring Calendars	72	Fire and Forget	49	Global Commander by DataSoft	50	IFF and Image Resource Library	116
Elementary AmigaBASIC	160	Fire Power	49	Gnome Ranger	50	IFF Manual and Disk	161
Elevation Library	85	Fire Zone by DataSoft	49	GO for the Amiga	50	IFFM2 V1.0	116
Elevation Library IFF Clip Art	85	Fireball 136meg	140	Gold of the Realm	50	Ikari Warriors	51
Eliminator	48	Fireball 182meg	140	Gold Rush	50	Image Spinning (Creative Writing)	74
Elite	48	Fireball 30meg	140	Gold Spell 2.0	112	ImageWriter II Driver	94
Emerald Mine	48	Fireball 50meg	140	Goldrunner	50	IMG Scan	130
Empire by Interstel	48	Fireball 90meg	140	Goldrunner II	50	IMG Scan II	130
ENC-1	131	FIRST BOOK of AMIGA	159	GOMF 3.0	118	IMPACT A2000-030/16	128
Enchanter	48	First Expedition by Interstel	49	GR-910 Basic Grammar	74	IMPACT A2000-030/25	128
Enchanter Trilogy	48	First Letters & Words by First Byte	72	GRABBIT	118	IMPACT A2000-030RAM/4	147
Encore	118	First Shapes by First Byte	72	Grade Manager	79	IMPACT A2000-030RAM/8	147
Enhanced Unidrive	133	Flick-Off	153	Grand Prix Circuit	50	IMPACT A2000-2/0	136
Enlightenment	48	Flicker Master	153	Grand Slam	50	IMPACT A2000-2/2	136
Eprommer	158	FlickerFixer	131	Graphicraft	86	IMPACT A2000-HC/20	140
Epson FX Printer Driver	94	flickerFixer Genlock		Great Cover-Ups	63	IMPACT A2000-HC/30	140
EPYX 500XJ Joystick	150	Compatibility Option	131	Great Resort Courses	50	IMPACT A2000-HC/40Q	140
Ergostick	150	Flight Path737	49	Great States II	76	IMPACT A2000-HC/45	140
Escort Hard Drive Kit	134	Flight Simulator II	49	Grid Start	50	IMPACT A2000-HC/80Q	140
ESDI Model 1350	142	Floor Plan Library	88	GRIDIRON!	50	IMPACT A500-2/0 RAM	
ESDI Model 1558-15	142	Floor Plan Library CAD/CAM	85	GS-1000 Graphics Library	90	Autoboot Module	145
ESDI Model 1650	142	Flow 2.0	112	Gun Shoot	50	IMPACT A500-2/0 RAM	
ESQ-1 Caged Artist		Flow 2.0	109	Gunship	50	Autoboot Module	134
Editor/Librarian	102	Focus Video™	90, 97	Guru's Guide	161	IMPACT A500-2/2	136, 146
ESQuapade	102	Font Works	89	Haicac	110	IMPACT A500-HD/20 Subsystem	151
European Challenge	48	Font & Borders	93	Halfbac-40	144	IMPACT A500-HD/20 Subsystem	141
Excellence!	111	Fontset 1	93	HAMandel 2.0	114	IMPACT A500-HD/30 Subsystem	141
EXP-1000	145	FootMan	49	Han-D-Scan	130	IMPACT A500-HD/40Q Subsystem	141
EXP-512	147	For Art's Sake	90	Hard Disk Plus	141	IMPACT A500-HD/45 Subsystem	141
EXP-8000+	145	Forecasting and Time Series	125	Hard Disk Plus-20	140	IMPACT A500-HD/80Q Subsystem	141
Experimental Statistics	125	Form Action	108	Hard Disk Plus-30	141	IMPACT SQ44	143
Express Copy	119	Forms in Flight	80	Hard Disk-CR (kit)	134	Impact!	99
Express Paint 3.0	86	Forms in Flight 2	80	Hard Drive 20Mb+	139	Impossible Mission II	51
Express Tools	90	Forms in Flight		HardBall II	51	Imprint	90
Ext. 3.5" Drive	133	Conversion Module	81	HardBall!	50	IN1000 Internal Memory	
EXTEND	113	FORTTRAN/O2O	113	HardFrame/2000	134	Expansion for Amiga 1000	146
Eye of Horus by Fanfare	48	Fortress Underground	49	Harley-Davidson: The Road		IN500 Internal Memory Expansion	
Eye Play	99	Foundation's Waste	49	to Sturgis	51	for Amiga 500	146
EYE RESolution	63	Four Color Separation	65	Harpoon	51	Indiana Jones and the Temple	
EZ-Backup	119	Four Disk Set	102	Harrier Combat Simulator	51	of Doom	51
F-19 Stealth Fighter	48	FPU 68882/16	148	Harrier Mission	51	Indoor Sports	51
F-Basic 2.0	113	FPU 68882/25	148	HDA506 Hard Drive Adaptor for		Infidel	51
F-Basic 2.0	113	Fractal Music	104	the Amiga 500 and 1000	136	Ink-Jet Ink	155
F-Basic System Source		Fraction Action	77	HDA506-2 Slot Machine Hard		Inky Dink	155
Level DeBugger (SLDB)	116	FractionConcepts	77	Drive Adaptor for Amiga 2000	136	InovaTools 2	116
		Frame Capture	129	HDutil	119	InovaTools1	116



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
Insanity Fight	52	King's Quest III: To Heir Is Human	53	LPD Writer	111	Clock/Calendar	147
INSIDE AMIGA Graphics	160	King's Quest IV: The Perils of Rosella	53	LuCypher I	120	MEMORY for Amiga	146
Inside the Amiga with C	160	Kingdoms of England	53	LuCypher II	120	Menace	56
Insider for A1000	146	Knight Force	53	LV BackUp	119	Metacomco Shell	117
Instant Music	100	Knights of Legend	53	M.A.S. Terprint	154	Metacomco Toolkit	117
Instrument Voice Disks	103	KRONOS series controllers	134	M.A.S. Terprint PS	154	Metal Gear	56
Integrated Merchandiser	105	Kronos/2000 SCSI Host	136	M103 Memory Expansion	146	MetaScope: The Debugger	117
IntelliType	79	Kronos/500 SCSI Host	136	M2Sprint	114	Micro Digital Graphics Tape One: Video Graphics Techniques	162
Interactive Video Kit	132	Kwik-Speak	75	MA-904 Sum-It Mountain	77	Micro Digital Graphics Tape Three: Digitizing For Effect	162
Interactor	99	Kwikstart Plus for A1000	146	MA-908 Medal Winner	77	Micro Digital Graphics Tape Two: Color Cycling Animation	162
InterChange	81	L.E.D. Storm	53	MA-909 Pinball I.Q.	77	Micro Midi	156
InterFont (Includes InterChange)	81	LA-981 Learning English as a Second Language	75	MAC-2-DOS	120	Micro SMPTE	132
Interior Design	87	LA-982 Learning English as a Second Language	75	Mach II	128	Micro SMPTE	157
Interior Design CAD/CAM	85	Land of Legends	53	Macro Assembler	114	Micro Text	111
Internal A2000 Drive	133	Land of the Unicorn	74	Macro Modem	126	Microbase	106
Internal 3.5 Disk Drive for A2000	133	Language Expansion Disk for Discovery	79	Mad Libs by First Byte	54	Microfiche Filer	106
International Soccer	52	Larry and the Ardies	54	MAGDEX	122	Microfiche Filer Plus	106
Into the Eagle's Nest	52	Laser Printer Drivers	94	MAGELLAN™ V1.1	121	MicroLawyer	110
IntroCAD	84	Laser Show Designer	99	MAGELLAN™ V1.1 plus the MAGELLAN Interface Toolkit	121	MICROMECS	147
IntroCAD Plus	84	Laser Up! Draw	92	Magic Johnson's Basketball	54	Micron Memory Board MB-15-D1-PPS	146
Introduction to AmigaDOS	159	Laser Up! Fonts Vol. 1	93	Magical Myths	79	Micron Memory Board MB-15-D2	146
Introduction to Computer Applications Using BASIC	160	Laser Up! Plot	95	Magicode	120	Micron Memory Board MB-15-D5	146
Introduction to the CLI	162	Laser Up! Print 1.2	94	Magnetic Media	122	Micron Memory Board MB-25-D1-PPS	146
Intruder Alert	52	Laser Up! Utilities Vol. 1	93	Magni 4003 Remote Control Unit	132	Micron Memory Board MB-25-D2	146
Intruder Alert	151	Last Duel	54	Mail-O-Dex	106	Micron Memory Board MB-25-D5	146
Investor's Advantage 2.0	107	Lattice Communications Library	116	Major Motion	54	Microshare MCS 1050	154
Invision	96	LazerXpress	155	Manhunter: New York	54	Microshare MCS 8008/MCS 8004	155
INVISION Plus	96	LDebug 2.1	116	Maniax	54	MiddleMan	126
IS/ONE	152	Leader Board	54	Map Pics-World	87	MiddleMan II	126
IS/PENMOUSE	152	Learning C: Programming Graphics on The Amiga and Atari ST	160	Mapping the Amiga Maps, Lists, and Answers for Dungeon Master	161	MIDI I	156
It Came From The Desert	52	Learning Curve	79	Marble Madness	159	MIDI 1000	156
It's Only Rock and Roll	103	Learning English As A Second Language	75	Marketing Statistics	109	MIDI 500/2000	156
Jack Nicklaus Presents the Major Championship Courses of 1989	52	Leather Goddesses of Phobos	54	Mars I	84	MIDI for the Amiga 2000	156
Jack Nicklaus' Greatest 18 Holes of Golf	52	Leather Mouse Pad	63	Master 3A	133	MIDI for the Amiga 500	157
Jack Nicklaus' International Courses	52	Leatherneck	54	Master Detective	54	MIDI for the Amiga1000	157
James Clavell's Shogun	52	Legend	54	Master Fonts	89	MIDI Gold 500	157
Japan Scenery Disk	52	Leisure Suit Larry II: Looking for Love in Several Wrong Places	54	Master Fonts 3D	81	MIDI Gold Insider	157
Jet	52	Leisure Suit Larry in the Land of the Lounge Lizards	54	Master Ninja: Shadow Warrior of Death	54	MIDI Magic	100
Jet Master	89	Lessons in Reading and Reasoning	76	Master-3A	133	MIDI Music Manager	100
JetSet 1.3	94	Lessons in Reading and Reasoning 1	76	Mastering CLI and the SHELL	127	MIDI Recording Studio	100
Jetson's	52	Lessons in Reading and Reasoning 2	76	Masterpiece Professional Font Collection	97, 89	MIDI Sample Wrench	104
JForth Professional 2.0	113	Lessons in Reading and Reasoning 3	76	Math 1 Expansion Disk for Discovery	77	MIDI Synergy I	100
Jigsaw Puzzlemania	52	Lessons in Reading and Reasoning 4	76	Math Concepts Expansion Disk for Discovery	77	MIDI-STAR Multiple Port Professional MIDI Interface	157
Jigsaw! The Ultimate Electronic Puzzle	52	Level II	100	Math Doctor	77	Midimaster	157
Jinks	52	LexCheck	112	Math Odyssey	56	MidiVU	100
Jinxter	52	Library Source	116	Math Wizard	77	Mighty Nerd	56
JMH Easy Titler	96	Light Division	54	Math-A-Magician	77	Mike the Magic Dragon	56
Joe Blade	52	Light Writer Overhead Projection System	150	MathTalk by First Byte	77	Mind-Roll	56
Journey	53	LightBox—The Drawing Tool for Animators	82	MathTalk Fractions by First Byte	77	MindLight 7	82, 151, 157
JUG	53	Lightforce	78	Matrix Operations	125	Mindwalker	56
Jumpdisk	122	Lights, Camera, Action!™	82	Mavis Beacon Teaches Typing	79	miniGEN	131
K-Graph 3	99	Linear and Non-Linear Programming	125	Maxi Plan 500	110	MiniMega™	146
K-Spread 3	110	Link-Interface	151	Maxi Plan Plus	110	Minimodem-AM24	153
Kampfgruppe	53	Linkword Languages	75	Maxi Taxi	77	Minimodem-AM6216	153
KARA FONTS-HEADLINES	89	Lint for the Amiga	116	MC68020-12MHZ	148	Mission Elevator	56
KARA FONTS-HEADLINES 2	89	Little Red Hen (story diskette)	72	MC68020-16MHZ	148	Mixed-Up Mother Goose	56
KARA FONTS-SUBHEADS	89	LIVE!	129	MC68881-12MHZ	148	MMI PAL Chip Set	149
Karate Kid Part II	53	LIVE!2000	129	MC68881-20 MHZ	148	Model A Interface	156
Karate King	53	LIVE!500	129	MC68882-16	148	Modern Percussives	103
Karting Grand Prix	53	Living Color Frame Buffer	131	MC68882-20	149	Moebius: The Orb of Harmony	56
Kawai K-3 Caged Artist Editor/Librarian	102	Living Color PaintBox	86	MC68882-25	149	Momentum Check	105
Kawai K-5	102	Living Color TBC/Digitizer option	129, 132	MCC PASCAL	117	Momentum Mail	110
Kawai-I Caged Artist Editor/Librarian	102	LogicWorks	84	Mean 18	56	Mondo Stereo	99
KEEP-Trak General Ledger	105	LogicWorks 2.0	84	Media Base	96	Money Mentor	107
Keith Van Eron's Pro Soccer	53	LOGISTIK	108	Media Line Clipart Disk I	88	Monopoly	56
Key to C	116	Lons Fonts	81	Media Line Font Disk I	89	Moonmist	56
Keyboard Controlled Sequencer V1.6	100	Lords of the Rising Sun	54	Media Line Video & AnimationBackgrounds I	84	More Tricks & Tips for the Amiga	160
Keyboard Controlled Sequencer V1.6	100	Lords of War	54	Media Processor	98	Mouse Master	157
Kickstart Eliminator and RAM Expansion Kit	158	Lost Dutchman Mine	54	MediaPhile Infrared Controller	130	Mouse Tune	63
Kickstart II	53	Lottery Assistant	122	MediaPhile Programmer's Toolkit	117	Mouse Wash 2500	63
KickWork 1.3	118	Lottery Magic	122	Mega Pack #1	56	MouseTime for A1000	149
Kids and the Amiga	159	Lotto Cipher	122	Mega Pinball	56	MovieClips	84
KidTalk by First Byte	72	Lotto Master	122	MegaBoard 2000	146	MovieSetter	82
Kikugi	53			Megalink 01 Transputer Board	158	MS-500	63
Kill or Be Killed	53			Megalink 02 Video Transputer Board	157	MT-32 Voices	103
Kinderama	72			Megalink 03 Transputer Board	157	Multi-Forth	114
KindWords	111			Mellotron	103	Multi-Port Board 500/1000/2000	154
KindWords™ 2.0	111			MEM-1139	147	Multi-Prefs	118
King James Version Bible on Disk	124			MEM-993	147	MultiBase	106
King's Quest	53			Memory Expansion and		MultiBench	119
King's Quest II: Romancing the Throne	53					MultiFunction Module	150
						Multistart for A500 and A2000	158
						Multivariate Analysis	125



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
Murder on the Atlantic	56	Palette Printer	95	Pre-Calculus	77	Quizam! by Interstel	59
Muscle Cars	56	Paperboy	57	Prime Time	58	Rags to Riches	
Music Modules	100	Parachutes at Kanev	57	PrintMaster Plus	94	Accounting Package	106
Music Mouse	100	Parking Lot	77	Prison	58	Rags to Riches	
Music Student I	103	Pattern Splatter	104	Pro Stereo Sound Sampler	156	Accounts Payable	106
Music Student II	103	Payroll	105	PRO VIDEO CGI	96	Rags to Riches	
Music Student Series	78	PC Laser 6000/PS	155	Pro Video Gold Demo Tape	162	Accounts Receivable	106
Music Visions	99	PC-ELEVATOR 386	148	Pro Video Gold NTSC Version	96	Rags to Riches General Ledger	106
Music-X	100	PCC	134	PRO VIDEO PLUS	96	RAM/Clock	147
M™ for the Amiga	100	PCM-70 Caged Artist		Pro Video Plus Alternate Font Sets	97	Rambo III	59
N.E.S. AM200A Amiga		Editor/Librarian	102	Pro Video Plus PAL Version	96	Rampage	59
Prototyping Extender Board	151	PDQ Pascal/Getting Started		PRO-ASM-6809	114	Rastan	59
N.E.S. AM201A Amiga		with USD Pascal	114	PRO-ASM-8051	114	Rat-Pat!	63
Prototyping Extender Board	151	Pen Pal by Softwood Company	112	PRO-ASM-8085	114	RawCopy V1.3	119
N.E.S. AM300A Amiga 500/100		People Meter	158	PRO-ASM-Z80	114	RE 2000	146
Prototyping Board	151	Perfect Sound	156	PRO-BOARD	84	Re Source	117
N.E.S. AM400A Amiga 2000 Co-		Perfect Sound 3.0	156	PRO-NET	85	RE-910 Learning the Alphabet	72
Processor Prototyping Board	151	Perfect Vision	129	Pro-Sound Designer	156	RE-915 Beginning Reading Skills	72
N.E.S. AM-400A Amiga 2000		Performance	104	Pro-Sound Designer—Gold		Reach for the Stars, Third Edition,	
Video Slot Prototyping Board	151	Persecutors	57	Edition	156	by SSG	59
NAG Plus 3.0	109	Persian Gulf Inferno	58	Probability Theory	78	Read & Rhyme	72
Nancy	112	PFD-135E	133	Processor Accelerator	128	Read-a-Rama	72
Nancy-A Spelling Checker		PFD-135I	133	ProDrive 2000	134	Reading Adventure 1	72
and Corrector	112	PFM-1146CA	128	Professional DataRetrieve	106	Reading Adventure 2	72
NEC CP7 Interface	94	Phantasie	58	Professional Draw	92	Reading Adventure 3	72
NEC P6 Driver	94	Phantasie III	58	Professional Font Library 3.2	89	Reading and Thinking I	72
Neriki 1187	131	Phantasm	58	Professional Football Simulation	59	Reading and Thinking II	72
Neriki DeskTop	131	PHASAR	108	Professional Lottery System	123	Reading and Thinking III	72
Netherworld	56	Phasar 3.0	109	Professional Page	91	Real Brass	103
Newsletter Fonts, Vol. I	93	PHC-2000	138	Professional Page Templates and		Real-Time Sound Processor	104
NFL DataDisk	56	PHC-2000	138	Design Guide	94	Realm of the Warlock	59
Night Dawn	56	PHC-2000	138	Professional ScanLab	130	Reason	112
Nimble Numbers	72	PHD 20	138	Professional Techniques for		Rebel Charge At Chickamauga	59
Nimbus 1.3	105	PHD 40	138	DeluxePaint III	162	Recipe-FAX	122
Ninja Mission	56	PHD-1000	139	Professional Text Engine	115	Record Manager Information Base	107
NLQ 342C Interface	94	PHD-1000	139	Profit Enhancement Center	150	Red Lightning	59
NoRad dB60 Anti-glare/Static		PHD-1000	138	ProFonts: Volume I	93	Red Storm Rising	59
/Radiation Filter	153	Phil A. Form	108	ProFonts: Volume II	93	Reel Fish'n by Interstel	59
Nord and Bert Couldn't Make		Photographic Hardcopy from		ProGEN	131	Regression	126
Head or Tail of It	56	Amiga Files	64	Programmer's Guide To		Removable Stik-Foot™	63
Norgen:		Photon Paint	86	The Amiga	160	Renegade	59
The geneological database	123	Photon Paint 2.0	86	Programmer's Guide To		Return to Atlantis	60
Nursery Rhymes (story diskette)	72	Photon Video Cel Animator	82	The Amiga	161	Rick Dangerous	60
Nutri-FAX	76,121	Photon Video Transport		Project D	119	Rick Davis's World Trophy Soccer	60
Nutrition Guide for the Home	76	Controller	98	Project Master	109	Ricoh RO-5030E	143
Nutrition: A Professional Guide	76	Photon Video: Edit Decision List		Project Planner (PERT&CPM)	125	Ringside	60
Oberheim Matrix 6/1000		Processor	98	Promise	112	Risk	60
Caged Artist Editor/Librarian	102	Photon Video: Video Type	96	ProRAM 2000	146	RL-901 In the Beginning	124
Object Disk #1	81	PhotoSynthesis	90	ProScript	112	RL-902 Adam and Eve	124
Obliterator	56	Physics of Motion	78	Prospector In The Mazes Of Xor		RL-904 Abraham, Friend of God	124
Obsession	56	PIC-MAGIC	88, 98	by Logotron Limited	59	RL-932 The First Christmas	124
Offshore Warrior	57	PILOT, Programmed Inquiry,		Prosumer Print-color &B/W	64	RL-938 The Story of the	
Olde English Font Set	93	Learning, Or Teaching		Prosumer Slide	64	Good Samaritan	124
Omega	57	Version 1.3	121	Protein Music	104	RL-993 In The Promised Land	124
Omega File Data Base—		Pioneer Plague	58	Protext	111	RM-2	132
Mail Merge	106	Pirates	58	Proto-40K	156	Road Raider	60
Omni-Play Basketball	57	PixelScript V1.1	94	Proto-5K	156	Roadwar 2000	60
OmniGen 701/702	131	Pixmate	90	ProtoBoard-II	151	Roadwar Europa	60
One-On-One	57	Pixound	104	ProtoCall	126	Roadwar by Arcadia	60
Online Platinum Edition	126	Planet of Lust	58	ProWrite 2.5	111	Robbeary	60
Oo-Topos	57	Planetfall	58	PS 500 Monitor Stand	63	Robocop	60
Operation Wolf	57	Platoon	58	PU-940 Punctuation	74	Robot Readers: Aesop's Fables	72
Operation: Cleanstreets	57	Plexi-glass case for the Amiga 2000	63	Pub Games by Arcadia	59	Robot Readers: Chicken Little	72
Opticks	80	PlotPrint	85	PUBDEX	122	Robot Readers: Little Red Hen	72
Optimization	125	PlotPrint Version 2	85	Public Domain &		Robot Readers:	
Optimizer	128	Plundered Hearts	58	Shareware Collections	122	The Ugly Duckling	72
Orbiter/Space Station Data Disk	81	Pocket Rockets	58	Publisher Plus by Northeast		Robot Readers: Three Little Pigs	73
Organize!	106	Poco Man	58	Software Group	91	Robot Readers:	
Orge	57	Point-of-Sale Inventory	106	Publisher's Choice™	91	The Three Bears (Goldilocks)	73
Oswald	57	Poker Solitaire	58	Publishing Partner Professional	91	Robotarm	158
Out Run by Seg	57	Police Quest	58	Puppy Love	59	Rock Challenge	60
Outline Fonts	93	Police Quest II: The Vengeance!	58	Pure Color	95	Rocket Ranger	60
Over 030™ Upgrade	128	Popman	58	Puzzle Buster	59	Rockford by Arcadia	60
OverDrive	136	Populous	58	Pyre Script Font Set	93	Rogue	60
OverDrive 100	140	Ports of Call	58	QIX	59	Roland D-50 Caged Artist	
OverDrive 130	140	Power System-Basic	114	Quadron QuadJet Interface	95	Editor/Librarian	102
OverDrive 20	140	Power System-Fortran-77	114	Quality Control and Industrial		Roland MT-52 Caged Artist	
OverDrive 20F	143	Power System-Modula 2	114	Experiments	109	Editor/Librarian	102
OverDrive 32	140	Power System-UCSD Pascal	114	Quarterback	119	Romantic Encounters at the Dome	60
OverDrive 47	140	Power Windows 2.5	117	Quelco 68000 Family Assembler	114	RTV	99
OverDrive 62	140	Power Windows for Benchmark		Quelco 68000 Family Assembler		Rush 'N Attack	60
OverDrive 82	140	Modula-2, V2.5	117	Full source Code	114	RVF Honda	60
P.G.A. Championship Courses	57	Powderdome	58	Quelco 68000 Family Assembler		RXMix	104
P.G.A. Tour Courses I	57	Poverstyx	58	Minimal Source Code	114	S-V Post Series	130
P.O.W.	57	Practical Composition I	74	Quelco 68000/68010/68020 Cross		S-View	148
PageFlipper	82	Practical Composition II	74	Assembler Package	114	SA SCSI Adaptor WB1.3	
PageFlipper Plus F/X, Version 2.0	82	Practical Composition III	74	Quest I: Texture	100	Upgrade Kit	134
PageRender 3D	80	Practical Composition IV	74	Quest II: Texture	101	SA Utilities V34.807	119
Pagesetter	91	Practical Composition Package I	74	Queston II	59	SA1000 SCSI Host Adaptor	134
Pagesetter LaserScript	94	Practical Composition Package II	74	QUICK-ART™ Borders		SA2000 SCSI Host Adaptor	135
PageStream	91	Practical Composition V	74	& Vignettes 2.1	92	SA500 SCSI Host Adaptor	135
PageSync	84	Practical Vocabulary	74	Quintette	59	Sales and Market Forecasting	110
Paladin	57			Quiz Master	79	Santa Paravia and Fiumaccio	60



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
Savage	60	Single Drive	133	SPOC Collection	63	Supra Modem 2400 zi	153
SB 2000 Adaptor	150	SKTerm	126	SPOC Disk	63	Supra Modem 2400AM for A500/1000/2000	153
SBX-GPIB	156	Sky Chase	62	Sports Handicapping Programs	122	Supra RAM 2000	146
SBX-Serial/2	154	Sky Shark	62	Spritz 1.0	87	Supra RAM 500	147
SC-935 Planet Probe	78	Skyblaster	62	SQ400 Cartridge	144	Supra SCSI Interface	136
SC-936 Aids Information Game	76	Skyfox	62	SRAM-1M	149	Suspect	64
SC501 512K Internal Memory Expansion Module for A500	147	Skyfox II: The Cygnus Conflict	62	SRAM-512	149	Suspended	64
Scanlock	132	SLAPSHOT!	62	SS-909 Social Studies Vocabulary	78	Sword of Sodan	64
Scannery	95	Slaygon	62	SS-951 Lewis and Clark Expedition	76	Swords of Twilight	64
ScanXpress	130	Slide Service	64	SS-952 Across the Plains	76	Symbols Font Set	89
Scare City Motel	78	Slip Stream	62	SS-953 Early Great Lakes Fur Trade	76	Symphony Music Video	99
Scary Mutant		Smart Fields	117	SS-954 Making our Constitution	76	Symphony Songs	103
Space Aliens from Mars	61	Smart Money	108	SS-955 Transcontinental Railroad	76	Synergy	136
Scavenger Hunt I: an Adventure Through Time	61	SmoothTalker by First Byte	73	SS-956 Introducing Maps	76	Synergy 134	141
Scenery Disk #11	61	Snake Pit	62	SSD 20	142	Synergy 162	141
Scenery Disk #7	61	Snip	110	SSD 40	143	Synergy 20	141
Scenery Unlimited	99	Snowberry	62	SSD B20	144	Synergy 32	141
SCI-10R	144	Social Studies Expansion Disk for Discovery	78	SSD B44	144	Synergy 47	141
SCI-21	142	Software From Hell	117	SSD Chassis	151	Synergy 62	142
SCI-24	142	Software Golden Oldies Vol.1	62	ST-506 Model 1320	142	Synergy 82	142
SCI-31	142	Software Toolkit	117	Stand for 500	64	Synergy Kit	134
SCI-34	142	Softwood File II SG by Softwood Company	107	Standard BASIC Programming with True BASIC	161	Synthia High Performance Digital Synthesizer	101
SCI-51	142	Solitaire Royale	62	Standard MIDI Interface	157	Synthia Professional	101
SCI-60T	144	Sonic Spectrum	103	Standard SCSI Cable	148	T-Shirt Imprints	65
SCI-65	142	Sonix	101	Star Fleet I: The War Begins by Interstel	63	T.A.S.A. (The Amiga Structure Automator)	117
SCI-71	142	Sorcerer Lord by DataSoft	62	Star Trek V: The Final Frontier	63	T.V. Graphics 2.0	98
SCI-72	142	Sorcerer	62	Star Wars	63	Tac-30	150
Science Expansion Disk for Discovery	78	Sound Effects	104	StarBoard 2	146	Tac-50	150
Scrabble	61	Sound Effects Library	103	StarBoard 2/500	146	TACH 25	158
Screen Editor 1.1	117	Sound Lab Amiga	104	StarBoard 2/SB 2000 (adapted)	146	Take-Stock	108
Scrubble! Platinum Edition	111	Sound Quest CZ Master Librarian	102	Starcross	63	Tales From The Arabian Nights	73
SCSI Host 2000	136	Sound Quest D-10 Master Librarian	102	StarDrive Module	134	Talespin	64
SCSI Interface card	135	Sound Quest D-50 Master Librarian	102	Starfighter One	63	Talker	111
SCSI Model 1370	142	Sound Quest DX Master Librarian	102	Starglider	63	Tangled Tales	64
SCSI Model 1578-15	142	Sound Quest Generic Master Librarian	102	Starglider II	63	Tanglewood	64
SCSI Model 1670	142	Sound Quest SQ-80 Master Librarian	102	StarSoft Hard Drive Backup Utility	119	Tank Attack	64
SCSI-1000	135	Sound Quest TX802 Master Librarian	102	Starting a New Business	71	TARC - Tape Archive Software	144
SCSI-1035	135	Sound Quest TX81Z Master Librarian	102	Station Manager		Targhan	64
SCSI-2000	135	SoundQuest Pro MIDI Studio	101	Character Generator	96	Targis	65
SCSI-2506M	135	SoundScape Sound Sampler	156	Station Manager Graphics Library	98	TASS (Thut Application Support System)	117
SCSI-2506R	135	Source Level Debugger (SDB)	117	Station Manager Map Generator	98	Tate Fonts I	81
SCSI-500	136	Source Level Debugger and Tools	117	Station Manager Tape Editor	98	Tax Break	106
SCSInet 3.00	123	Source/Object Diskette for Programmer's Guide To The Amiga	161	Station Manager Tapes Library Management	107	Tax Plan	106
Sculpt-3D	80	SP-902 Spelling	74	Station Manager Teleprompter	98	Tax-Break Canadian Edition	106
Sculpt-Animate 4D	80	SP-903 Spelling	74	Station Manager Time and Scheduling	98	TCRG 102	132
Sculpt-Animate 4D Jr.	80	SP-904 Spelling	74	Station Manager Weather-Link	127	Technocop	65
SCX-10R	144	SP-905 Spelling	74	Stationfall	63	Teenage Mutant Ninja Turtles	65
SCX-1308	139	SP-906 Spelling	74	Stellar Conflict	64	Tele Tutor	126
SCX-161	139	SP-907 Spelling Detective Game	74	Stik-Foot™	63	TeleEpic	65
SCX-24	139	Space Ace	62	Stock Broker	108	TeleGames	65
SCX-332	139	Space Battle	62	Storybook Capitals 2.1	93	TeleWar	65
SCX-34	139	Space Harrier by Sega	62	Street Fighter	64	Telewar II	65
SCX-51	139	Space Math	78	Street Sports Basketball	64	Temple of Apsai Trilogy	65
SCX-60T	144	Space Photos	78	Strip Poker II	64	Templicity	110
SCX-65	139	Space Quest I: The Sarien Encounter	62	Structured BASIC Programming	161	Terrorpods	65
SCX-800W	143	Space Quest II: Vohaul's Revenge	62	Structured Programming with TB	161	TESS-Talking Electronic Spreadsheet	123
SD 20	142	Space Quest III: The Pirates of Pestulon	63	Studio Fonts, Vol. I	89	Test Drive	65
SD 40	142	Space Racer	63	Stuff-It	118	Tetra Quest	65
SD 60	142	Space Ranger	63	Sub Battle Simulator	64	Tetris	65
SD B20	144	Space Rogue	63	Subsystem 1000	151	Textcraft Plus	111
SD B44	144	Space School Simulator	63	Subsystem 500	151	TextEd	112
SD Chassis	151	Space Spuds	63	Subsystem 500D	151	TextEd Plus	112
Seasons and Holidays	88	SpaceAce	63	Super DJ DeskJet Printer Driver	95	TextPro	111
Seastalker	61	Spacecutter	63	Super Hang-On	64	Texture	101
Second Book of Amiga	159	Spaceport	63	Super Huey	64	TH1000	151
Senor Tutor	75	Spanish Grammar I	75	Super Puzzle	64	The ACAD Translator	86
Sentence Completion	79	Spanish Grammar II	75	Super Puzzle Data Disk	64	The Accountant	106
Serial Expander 2000	154	Spanish Grammar III	75	SuperBack	119	The AD Game	71
Seven Cities of Gold	61	Speakersim VI.1	86	Superbase Personal	107	The Adventures of Sinbad Scenario Disk One	65
Sex: Vixens from Space	61	Speed Buggy	63	Superbase Professional	107	The Amiga Coloring Book: Borders	88
Shadow of the Beast	61	Speedball	63	Superbase Professional 3.0	107	The Amiga Coloring Book: Sampler	88
Shadowgate	61	Spell M-O-N-E-Y	71	SuperFont Sampler 2.1	93	The Amiga Coloring Book: World	88
Shakespeare	91	Spell-A-Fari	74	SuperGen	132	The Amiga Companion Second Edition	159
Shanghai	61	Spellbreaker	63	SuperGen 2000S	132	The Amiga Light Pen	152
Sharp JX-100	130	Speller Bee by First Byte	74	Superplan	110	The Amiga Microsoft BASIC Programmer's Guide	161
Sharp JX-300	130	Spelling 1 Expansion Disk for Discovery	74	Superstar Ice Hockey	64	The Amiga User's Guide to Graphics, Sound, and Telecommunications	160
Sharp JX-450	130	Spelling 2 Expansion Disk for Discovery	74	Supra Drive PD-10	144	The AmigaDOS Manual (2nd edition)	159
Sherlock: The Riddle of the Crown Jewels	61			Supra Drive for A2000	140	The Android Decision by DataSoft	65
Shinko Printer Drivers	95			Supra Drive for A2000	140		
Shinobi	61			Supra Drive for A500 and A1000	141		
Shoot 'Em Up Construction Kit	61			Supra Drive for A500 and A1000	141		
Sideshow	62			Supra Drive for A500 and A1000	140		
Silent Service	62			Supra Drive for A500 and A1000	141		
Silphed	62			Supra Drive RAM Expansion Module for A500	146		
Sim City	62			Supra Modem 2400	153		
Simple Script Font Set	117						
Simplified Amiga Library	117						
SIN500	146						



# Product Index

Product	Page	Product	Page	Product	Page	Product	Page
The Art of Chess	65	The WEDGE	142	Uncle D's ConSOUNDtration	68, 73	WD-915 Word Demons	74
THE BACKROUNDER for		The Wonderful Animal Kingdom	73	Uncle D's ConSOUNDtration		WE Editor	112
HAM Paint Programs	88	The Word Master		Data Disk#1	68, 73	Weave-It	127
The Bard's Tale	65	Vocabulary Builder	74	Unicalc 1.1	110	Weave-It Plus	127
The Bard's Tale II:		The Works! Platinum		UniDrive	133	Weird Dreams by	
The Destiny Knight	65	Edition	109, 112	Uninvited	68	Medalist International	69
The Bible on Disk	124	The Zymbol Library Volume 1	92	Unity Roman Font Set	94	Western European Tour	69
The Big Picture	95	The Zymbol Library Volume 2	92	Universe 3	68	Western Games	69
The Black Cauldron	65	The Zymbol Library Volume 3	92	Usage Boners	74	Where in the World is	
The Blue Angels	65	Thexder	66	Using DeluxePaint, 2nd Edition	160	Carmen Sandiego?	69
The Chessmaster 2000	65	Thinker	111, 121	Utilities #1	104	White Death	69
THE COLOR KIT for Deluxe Paint	90	Thud-Ridge	67	Uzzi Interface	150	Who Framed Roger Rabbit?	69
The Computer Black Book	110	Thunder Blade	67	V-I 2000	131	Who! What! Where! When!	109
The Computer Club's		Thunderboy	67	V-I 500	131	Willow	69
Brand Foam Bat	63	Time Bandit	67	V.I.V.A. Professional	121	Window Print II	95
The Crimson Crown	65	Times of Lore	67	V.I.V.A. Professional	121	Windwalker	70
The Critic's Choice	108	TimeSaver II/1000	149	Vampire's Empire	68	Winnie-the-Pooh in the	
The Crossword Creator V1.1	65	TimeSaver II/2000	149	Variety Cookbook	122	Hundred-Acre Wood	70
The Cycles	65	TimeSaver II/500	149	VDS120	64	Winter Challenge	70
The Demonstrator	96	TimeSaver/1000	149	VDS240	64	Winter Games	70
The Digital Synthesizer Disk	103	TimeSaver/1000-2000 Upgrade Kit	149	Vegas Gambler	68	Wishbringer	70
The Director	82	Timing for Animation	160	Video & Headline Fonts 3.1	97	Witness	70
The Disk Mechanic	119	Tiny Tiger 180Meg	139	Video Cataloger	110	Wizard of Wall Street	70
The Duel: Test Drive II	65	Tiny Tiger 30Meg	139	Video Digitizer	129	Wizard Wars	70
The Enchanted Cash Register	78	Tiny Tiger 50Meg	139	Video Effects 3D	80	Word Plex 2.1	70
The Enigma Device	65	Tiny Tiger 90Meg	139	VIDEO Fonts	97	Word Plex Data Disks	70
The Ergotron Design Station	64	Titan	67	Video Graphics Transputer	158	WordPerfect 4.1	112
The Ergotron Workstation		Tom & Jerry	67	Video Pro Series	130	WordPerfect Library	109
Suspended Radial		ToolBox	151	Video Toaster	129, 130, 132	Words That Sound Alike	74
Am Computer	64	ToolBox 2MB Memory Board	146	Video Vegas	68	WordSync Interface for 2000	136
The Games: Winter Edition	66	ToolBox 32MB Hard Drive	143	Video Visions Titler Set-The Video	162	Wordwright	112
The Golden Pyramid	66	ToolBox 48MB Hard Drive	143	Video Visions Vol. 1:		World Atlas	76
The Grab Bag Disk	103	ToolBox Hard Drive Interface	136	The Titler V2.0	98	World Class Leader Board	70
The Graphics Studio	87	ToolBox Memory Board	146	Video Visions Vol. 1:		World Games	70
The Guild of Thieves	66	ToolBox Memory Board	146	The Titler V2.1	98	World Geography Adventure, I	76
The Honeymooners	66	Toolkit for The Director	84	Video Visions Vol. 2:		World Geography Adventure, II	76
The Hunt for Red October	66	Top Form	108	The 3D Animator V2.0	98	World Geography Adventure, III	76
The Hyperchord Music		Torch 2081	67	Video Visions Vol. 3:		World Geography Adventure, IV	76
Exploration Kit	101	Total Control Diet	76	The 2D Animator V1.0	98	World Odyssey	70
The Island of Lost Hope	66	Total Eclipse	67	Video Visions Vol. 3:		World Snooker	70
The Journeyman Portable Amiga	150	Tournament Disk for Leader Board	67	The 2D-Animator V1.1	98	World Tour Golf	70
The Kristal	66	Tracers	67	Video Visions Vol. 4:		WORM-800	143
The Last Inca	66	Transcript	111	The Videographer V1.0	98	WShell	119
The Legend of Sleepy Hollow	73	Transparencies	65	Video Visions Vol. 4:		X-CAD Designer by CADVISION	85
The Logic Master	76	Transputer	67	The Videographer V1.1	98	X-Specs 3D	151
The Lurking Horror	66	Transvestor 1000	148	Video Visions Vol. 5:		XCAD	85
The Master-3A Amiga Disk Drive	133	Transvestor 2500	148	Broadcaster	98	Xenophobe by	
The Mousestick Controller	150	Transvestor 2500 Plus	148	Video Visions Vol. 6:		Medalist International	70
The Orchestral Disk	103	Transylvania	67	The Educator	99	XII for the Amiga	124
The Pawn	66	Traveler	67	Video Visions Vol. 7:		XR-100 Multi-Font	154
The Planetarium	78	Triango	67	The Advertiser	99	XR-1500 Multi-Font	154
The President is Missing	66	Trinity	68	Video Visions-The Animator Set	99	Yamaha MT-52 Caged Artist	
The Reaper	119	Trivia 1 Expansion Disk		Video Visions-The Mixed Set	99	Editor/Librarian	102
The Remarkable Talking		for Discovery	79	Video Visions-The Program	99	Your Family Tree 2.0	123
Super Puzzle	66	Trivia 1 Expansion Disk		Video Visions: The Titler Set	99	Zany Golf	70
The Rock Disk	103	or Discovery	68	VideoPAGE	97	Zelda-A Print/Merge	
The Rubicon Alliance by DataSoft	66	Trivia 2 Expansion Disk for		Videoscape 3D	80	Report Generator	110
The SANG Transputer Board	157	Discovery	79	VideoTitler	97	Zero Gravity	70, 119
The Scrolls of Talmouth	66	Trivia 2 Expansion Disk for		Vietnam: Scenario Disk Two	68	ZING!	
The Securities Analyst	110	Discovery	68	Vigilante	68	ZING! Keys	119
The Serial Solution	154	True BASIC 3D Graphics	115	Viking 1	153	ZING! Spell	112
The Seryachi Campaign	66	True BASIC Language System	114	VIP Professional	110	Zoetrope	82
		True BASIC Sorting and Searching	117	Viper Patrol	69	Zoom	70
		True BASIC—A Complete Manual	161	Virus	69	Zork I	70
		True BASIC—Programs and		Virus Infection Program (V.I.P.)	120	Zork II	70
		Subroutines	117	Virus Protection Toolbox	120	Zork III	70
		TrueSTAT	78	VIVA (Visual Interfaced		Zork Trilogy	70
		Trumpcard	136	Video Authoring)	121	Zorro II Prototyping Board	151
		Trumpcard 500 HC	136	VIVA Professional	121	Zorro-3/1000 Expansion Box	150
		Tshell	119	VizaWrite Desktop	111	Zorro-3/500 Expansion Box	150
		TSSnet	124	VMachine	129, 130, 132	ZOUNDS! Sounds	97
		Turbo	68	VO-920 Vocabulary Series	74	Zuma Fonts Vol. 1	89
		Turbo Silver 3.0	80	Vocabulary Adventure I	74	Zuma Fonts Vol. 2	89
		Turbo Silver Module Pack	81	Vocabulary Adventure II	74	Zuma Fonts Vol. 3	89
		TV Sports Football	68	Vocabulary Adventure III	74	Zuma Fonts Vol. 4	89
		TV*SHOW	96	Vocabulary Series Two	74	Zuma Fonts Vol. 5	89
		TV*Text	97	Volume I: How To Use		Zynaps	70
		TV*Text Professional	97	The Amiga For Video	162		
		Twilight's Ransom	68	Volume II: How To Make TV			
		Twin Ranger	68	Commercials With The Amiga	162		
		Twin-X General Purpose		Volume III: How To Make			
		I/O Board	154	Presentations & Sales			
		TwinDrive	133	Tapes With The Amiga	162		
		Typing Tutor+ Word Invaders	79				
		U.S. Geography Adventure	76	Vortex	69		
		U.S. Open Courses I	68	VTX On-Line	126		
		U.S. Open Courses II	68	Vyper	69		
		Ultima III	68	War in Middle Earth			
		Ultima IV	68	by Melbourne House	69		
		Ultima Trilogy I-II-III	68	Warlock	69		
		Ultima V	68	Waveform Easel	104		
		UltraCard	121	Way of the Little Dragon	69		
		UltraDesign	85	Wayne Gretzky Hockey	69		
				Wayne Gretzky Hockey Data Disk	69		



# Product by Vendor

<b>3W Computer Games Inc.</b>		<b>Acorn Of Indiana</b>		<b>American Liquid Light Inc.</b>		<b>ASDG/Sharp Electronics</b>	
Light Division	54	Lotto Cipher	122	Imprint	90	Sharp JX-100	130
Parachutes at Kanav	57	Stock Broker	108	<b>American PeopleLink</b>		Sharp JX-300	130
<b>A-Squared Distributions Inc.</b>		<b>ACS Software</b>		American PeopleLink	65	Sharp JX-450	130
Focus Video™	90, 97	Font Works	89	<b>American Software Distributors</b>		<b>Associated Computer Services</b>	
LIVE!	129	Grade Manager	79	Andromeda Mission	42	Music Student I	103
LIVE!2000	129	Learning Curve	79	X-CAD Designer by CADVISION	85	Music Student II	103
LIVE!500	129	Music Student Series	78	<b>Amic Development Corp.</b>		Quiz Master	79
Mondo Stereo	99	Station Manager		AMIC Sportster Pack	126	<b>Aurum Software</b>	
<b>A.X. Productions</b>		Character Generator	96	AMIC Term	126	Scavenger Hunt I:	
A. X. Magazine	122	Station Manager Graphics Library	98	<b>Amicore International</b>		an Adventure Through Time	61
<b>Abacus Software</b>		Station Manager Map Generator	98	S-V Post Series	130	<b>Avant-Garde Software</b>	
Advanced System		Station Manager Tape Editor	98	Transvestor 1000	148	Benchmark Modula-2	113
Programmer's Guide	160	Station Manager		Transvestor 2500	148	C Language Library	116
Amiga 3D Graphics Programming	160	Tape Library Management	107	Transvestor 2500 Plus	148	IFF and Image Resource Library	116
Amiga C for Advanced		Station Manager Teleprompter	98	Video Pro Series	130	Power Windows for	
Programmers	160	Time and Scheduling	98	<b>Amigo Business Computers</b>		Benchmark Modula-2, V2.5	117
Amiga C for Beginners	160	Station Manager Weather-Link	127	Comports 4, Comports 8, RS-232		Simplified Amiga Library	117
Amiga Disk Drives Inside and Out	161	<b>Actionware</b>		Communications Interface	154	Source Level Debugger and Tools	117
Amiga for Beginners	159	Actionware Light Phaser	150	Future Touch 13' Analog RGB		<b>Avocet Systems, Inc.</b>	
Amiga Graphics Inside & Out	159	Capone	44	Monitor Touch Screen Kit	152	Avocet 68000 Family Assembler	113
Amiga Machine Language	160	Creature	46	Future Touch Integrated		<b>B.E.S.T. Inc.</b>	
Amiga System		P.O.W.	57	Touch Screen Monitors	152	B.E.S.T. Business Budgeting	105
Programmer's Guide	160	Prison	58	Future Touch Integrated		B.E.S.T. Business Management	105
Amiga Tricks & Tips	159	Sideshow	62	Touch Screen Systems	150, 153	B.E.S.T. General Ledger	105
AmigaBASIC Inside & Out	160	<b>Activision</b>		KickWork 1.3	118	B.E.S.T. Payroll Management	105
AmigaDOS Inside and Out	159	Beyond Dark Castle	43	<b>Aminetics</b>		B.E.S.T. Plan/IT	110
AmigaDOS Quick Reference	159	Rampage	59	Mach II	128	<b>Bantam Electronic Publishing</b>	
AmigaDOS Toolbox	118	Shanghai	61	People Meter	158	AmigaDOS Express	127
AssemPro	113	<b>Addison-Wesley Publishing Company</b>		<b>AmiTech Computers</b>		The Amiga User's Guide	
BeckerText	111	Amiga Hardware		AmiSound	63	to Graphics, Sound, and	
Computer Viruses:		Reference Manual	161	<b>Anco Software USA Inc.</b>		Telecommunications	160
A high-tech disease	159	Amiga ROM Kernel		Art of Chess	42	The AmigaDOS Manual	
DataRetrieve	106	Reference Manual:		Face Off	48	(2nd edition)	159
More Tricks & Tips for the Amiga	160	Libraries and Devices	161	Flight Path 737	49	<b>Bassett Geographic</b>	
Professional DataRetrieve	106	Amiga ROM Kernel Reference		Grid Start	50	Choromap	75
TextPro	111	Manual: Includes Autodocs	161	Harrier Mission	51	<b>Baudville</b>	
Virus Protection Toolbox	120	Puppy Love	59	Highway Hawks	51	Award Maker Plus	94
<b>Absoft Corp.</b>		<b>Adept Development</b>		Karting Grand Prix	53	Dream Zone	47
AC/BASIC 1.3	113	Digital Studio	100	Maniax	54	Video Vegas	68
AC/FORTRAN	113	Real-Time Sound Processor	104	Micro Text	111	<b>Benaiah Computer Products Inc.</b>	
FORTRAN/O2O	113	<b>Advanced Computer Design</b>		Microbase	106	MiddleMan	126
<b>Academy Software</b>		ACD Serial Interface Boards 2 & 4	154	Mike the Magic Dragon	56	MiddleMan II	126
Typing Tutor+ Word Invaders	79	Animate Turbo Board I	128	Robbeary	60	<b>Bethesda Softworks</b>	
<b>Access Associates</b>		Animate Turbo Board II	128	<b>Anivision</b>		Amiga MOUSE	152
Alegra	145	Animate Turbo Board III	128	Animated Fonts	82	GRIDIRON	50
<b>Access Software</b>		Link-Interface	151	<b>Antic Software</b>		NFL DataDisk	56
Echelon	48	Megalink 01 Transputer Board	158	Bobo	44	SLAPSHOT	62
Famous Courses Disk Volume #1	49	Megalink 02		Crash Garrett	46	Wayne Gretzky Hockey	69
Heavy Metal		Video Transputer Board	157	CYBER Graphics		Wayne Gretzky Hockey Data Disk	69
Modern Land Combat	51	Megalink 03 Transputer Board	157	Architectural Design Disk	80	<b>Black Cat</b>	
Leader Board	54	Plexi-glass case for the A2000	63	CYBER Graphics		Black Cat Printing Services	64
Tournament Disk for		<b>Advanced Gravis Computer</b>		Future Design Disk	80	<b>Blank Software</b>	
Leader Board	67	<b>Technology Ltd.</b>		CYBER Graphics		Sound Lab Amiga	104
World Class Leader Board	70	The Mousestick Controller	150	Human Design Disk	80	<b>Blue Ribbon Bakery, Inc.</b>	
<b>Access Technologies, Inc.</b>		<b>Advanced Integration Research</b>		CYBER Graphics		Bars and Pipes	100
DigiWorks 3D	81	Air A1010	133	Microbot Design Disk	81	Who! What! Where! When!	109
Fancy 3D Fonts	81	Air A2010	133	GFA BASIC 3.0	113	<b>BOBWARE</b>	
The ACAD Translator	86	Air TTL	153	PHASAR	108	SpaceAce	63
<b>Accolade</b>		<b>Aegis Development Inc.</b>		Phasar 3.0	109	<b>BOING</b>	
4th & Inches	41	Aegis Draw 2000	84	Pioneer Plague	58	BOING! Mouse	152
4th & Inches		Aegis Modeler 3D	80	Zootrope	82	<b>Britannica Software</b>	
Team Construction Disk	41	Animagic	84	<b>Applied Creative Arts</b>		Archipelagos by Fanfare	42
Blue Angels	44	Animator with Images	81	Applied Creative Arts	65	Designasaurus™	79
Bubble Ghost	44	Arazok's Tomb	42	<b>Applied Reasoning Corporation</b>		Eye of Horus by Fanfare	48
California Challenge	44	AudioMaster II	105	PC-ELEVATOR 386	148	Jigsaw! The Ultimate	
European Challenge	48	Draw	84	<b>Applied Visions</b>		Electronic Puzzle	52
Famous Courses Volume II	49	Draw 2000	84	FutureSound	156	<b>Broderbund Software Inc.</b>	
Fast Break	49	Impact!	99	<b>APROTEK</b>		Downhill Challenge	47
Grand Prix Circuit	50	Lights, Camera, Action!™	82	Minimodem-AM24	153	Fantavision	82
HardBall II	51	Ports of Call	58	Minimodem-AM6216	153	Operation: Cleanstreets	57
HardBall!	50	Sonix	101	<b>Arborsoft Inc.</b>		Space Racer	63
Heat Wave	51	Videoscape 3D	80	2+2 Home Management System	105	Star Wars	63
Jack Nicklaus Presents the Major		VideoTitr	97	<b>AROCK Computer Software</b>		Where in the World	
Championship Courses of 1989	52	<b>Akron System Development</b>		Masterpiece Professional		is Carmen Sandiego	69
Jack Nicklaus' Greatest		A-Time	149	Font Collection	97, 99	<b>Brookfield Communications</b>	
18 Holes of Golf	52	A-Video	130	<b>Artworx Software Company</b>		NoRad dB60 Anti-glare/Static/	
Jack Nicklaus'		Amly-LAB	156	Bridge 5.0	44	Radiation Filter	153
International Courses	52	ProtoBoard-II	151	Centerfold Squares	45	<b>Brown-Wagh Publishing</b>	
Mean 18	56	<b>AlohaFonts</b>		Colossus Chess	45	Easy Ledgers	105
Muscle Cars	56	AlohaFonts Volume 2	88	Jigsaw Puzzlemania	52	MIDI Magic	100
Shoot 'Em Up Construction Kit	61	AlohaFonts Volume 1	88	Linkword Languages	75	Pen Pal by Softwood Company	112
Test Drive	65	Eclips	92	Strip Poker II	64	Project Master	109
The Blue Angels	65	Uncle D's ConSOUNDtration	68, 73	Tank Attack	64	Publisher Plus by	
The Cycles	65	Uncle D's ConSOUNDtration		World Snooker	70	Northeast Software Group	91
The Duel: Test Drive II	65	Data Disk #1	68, 73	<b>ASDG Inc.</b>		Softwood File II SG by	
The Graphics Studio	87	ZOUNDS! Sounds	97	ASDG-RESEP	95	Softwood Company	107
The Supercars	66	<b>AlohaFonts</b>		CygnusEd Professional 2.0	115	<b>BTPSoftware</b>	
<b>ACDA Corporation</b>		AlohaFonts Volume 3	88	Dual Serial Board	154	FASTFACTS The Elements	78
Amiga FFT C Package	122	<b>Alphanetics</b>		Faccll	118	FASTFACTS The Solar System	78
Amiga GPIB (IEEE-488)	155	Amiga 2MB Expansion for A1000	145	Professional ScanLab	130	The United States	76
AmigaView 2.0	116	Amiga 2MB Expansion for A2000	145	SBX-GPIB	156	<b>Buena Vista Software</b>	
DigiScope V1.0	122	Amiga 2MB Expansion for A500	145	SBX-Serial/2	154	Who Framed Roger Rabbit?	69
Proto-40K	156			Twin-X			
Proto-5K	156			General Purpose I/O Board	154		
Shinko Printer Drivers	95						



# Product by Vendor

<b>Byte by Byte</b>		<b>C Ltd. (cont.)</b>		<b>Classic Future</b>		<b>Computer Systems Associates</b>	
3D Cookbook Video	162	SCSI-1000	135	Diablo	47	Bacpac	150
Animate-3D	81	SCSI-2000	135	Lottery Assistant	122	Blinky™ SCSI device monitor	158
Byte Box	145	SCSI-2506M	135	<b>Clockwork Computers</b>		CPU-992 1	128
Orbiter/Space Station Data Disk	81	SCSI-2506R	135	Bottom Liner	105	CPU-992-XX	128
Sculpt-3D	80	SCSI-500	136	Integrated Merchandiser	105	DHA-20	138
Sculpt-Animate 4D	80	SCSInet 3.00	123	Profit Enhancement Center	150	DHA-40	138
Sculpt-Animate 4D Jr.	80	SCX-10R	144	<b>Command Simulations</b>		DHA-80	138
Tate Fonts I	81	SCX-1308	139	Blitzkrieg at the Ardennes	43	DragStrip™ A2000	
<b>Byte Information Exchange</b>		SCX-161	139	White Death	69	RAM Accelerator	128
BIX	65	SCX-24	139	<b>Commodore Business Machines, Inc.</b>		DRAM-256-1M	145
<b>C Ltd.</b>		SCX-332	139	1.3 Enhancer Kit	119	FastPac™ A2000	
ACB-4000	134	SCX-34	139	1.3 roms	148	32 bit SRAM boards	147
ACB-4070	134	SCX-51	139	1988 Amiga Developers		FastTrack A1000 Accelerator	128
AM-10R/1000	143	SCX-60T	144	Conference Notes	161	FastTrack™ A2000 Accelerator	128
AM-10R/2000I	143	SCX-65	139	A1010 3.5 Floppy	133	Halfpac-40	144
AM-10R/2000X	143	SCX-800W	143	A1020 5.25 External Drive	133	MC68020-12MHZ	148
AM-10R/500	143	Simple Script Font Set	117	A1050 512K Expansion	145	MC68020-16MHZ	148
AM-1308/1000	137	Symbols Font Set	89	A1084S Stereo Color Monitor	153	MC68030-16	148
AM-1308/2000X	137	TimeSaver II/1000	149	A1680 Modem/1200 RS	153	MC68881-12MHZ	148
AM-1308/500	137	TimeSaver II/2000	149	A2000 CPU	149	MC68881-20 MHZ	148
AM-161/1000	137	TimeSaver II/500	149	A2000 HD CPU	149	MC68882-16	148
AM-161/2000X	137	TimeSaver/1000	149	A2010 3.5 Internal Drive	133	MC68882-20	149
AM-161/500	137	TimeSaver/1000-2000 Upgrade Kit	149	A2058/2 8Mb RAM Expander	145	MC68882-25	149
AM-21/2000I	137	Unity Roman Font Set	94	A2088D Bridgeboard	148	MEM-1139	147
AM-24/1000	137	Zorro-3/1000 Expansion Box	150	A2090A Hard Disk		MEM-993	147
AM-24/2000I	137	Zorro-3/500 Expansion Box	150	SCSI/Controller	136	Over 030™ Upgrade	128
AM-24/2000X	137	<b>California Access</b>		A2286D	148	PFM-1146CA	128
AM-24/500	137	CA-880	133	A2300 Internal Genlock	131	SCSI Interface card	135
AM-31/2000I	137	<b>California Dreams</b>		A2500 CPU	149	SCSI-1035	135
AM-332/1000	137	Blockout	44	A2620/2 2Meg	128	SRAM-1M	149
AM-332/2000X	137	Triango	67	A2620/4 4Meg	128	SRAM-512	149
AM-332/500	137	Vegas Gambler	68	A500 CPU	149	TH1000	151
AM-34/1000	137	<b>Capcom, U.S.A.</b>		A500/A2000		WORM-800	143
AM-34/2000I	137	Bionic Commando	43	Technical Reference Manual	161	<b>Computerware</b>	
AM-34/2000X	137	L.E.D. Storm	53	A501 RAM Expander	147	Accounts Payable	105
AM-34/500	138	Last Duel	54	A520 Video Adaptor	130	Accounts Receivable	105
AM-51/1000	138	Pocket Rockets	58	A590	135	Check Ledger	105
AM-51/2000I	138	Street Fighter	64	Amiga 1000 Schematics and		General Inventory System	110
AM-51/2000X	138	<b>Cape Fear Teleproductions, Inc.</b>		Expansion Specifications	161	General Ledger	105
AM-51/500	138	Micro Digital Graphics Tape One:		Amiga Logo	114	Payroll	105
AM-60T/1000	144	Video Graphics Techniques	162	AmigaDOS V1.3		Point-of-Sale Inventory	106
AM-60T/2000I	144	Micro Digital Graphics Tape Two:		Native Developer Update	115	<b>CompSpec Communications Inc.</b>	
AM-60T/2000X	144	Color Cycling Animation	162	AmigaTerm	126	AX 1000/AX 2000 RAM Board	145
AM-60T/500	144	Micro Digital Graphics Tape Three:		C128 Developer's Package	115	Microshare MCS 1050	154
AM-65/1000	138	Digitizing For Effect	162	Fall 1986 Amiga Developers		Microshare MCS 8008/MCS 8004	155
AM-65/2000I	138	<b>Capilano Computer Systems</b>		Conference Notes	161	RE 2000	146
AM-65/2000X	138	LogicWorks	84	Fat Agnus Chip	148	SA SCSI Adaptor	
AM-65/500	138	LogicWorks 2.0	84	Graphicraft	86	WB1.3 Upgrade Kit	134
AM-71/2000I	138	<b>CDA Inc.</b>		IFF Manual and Disk	161	SA Utilities V34.807	119
AM-72/2000I	138	LexCheck	112	Memory Expansion		SA1000 SCSI Host Adaptor	134
AM-75/1000	138	<b>Celestial Data Systems</b>		and Clock/Calendar	147	SA2000 SCSI Host Adaptor	135
AM-75/500	138	Custom - BBS!	126	MindWalker	56	SA500 SCSI Host Adaptor	135
AM-800W/1000	143	<b>Celestial Systems</b>		Software ToolKit	117	SD 20	142
AM-800W/2000X	143	Zorro II Prototyping Board	151	Textcraft Plus	111	SD 40	142
AM-800W/500	143	<b>Centaur Software, Inc.</b>		<b>Communications Specialties Inc.</b>		SD 60	142
aMEGA Board	145	B.A.D.	118	ENC-1	131	SD B20	144
aMEGA Board-U	145	Oswald	57	GEN/ONE	131	SD B44	144
Amiga-Ready		<b>Central Coast Software</b>		<b>Comp U Art</b>		SD Chassis	151
Replacement Keyboard C-101a	152	Disk-2-Disk	120	Neriki 1187	131	SSD 20	142
Amiga-Ready		DOS-2-DOS V3.1	120	Neriki DeskTop	131	SSD 40	143
Replacement Keyboard C-101c	152	MAC-2-DOS	120	OmniGen 701/702	131	SSD B20	144
Amiga-Ready		Quarterback	119	<b>Comp-U-Save</b>		SSD B44	144
Replacement Keyboard C-101i	152	<b>Chang Labs</b>		Dual 3.5 Drive	133	SSD Chassis	151
BoardWalk Font Set	92	Rags to Riches		Hard Drive 20Mb+	139	TARC - Tape Archive Software	144
Borders Font Set	92	Accounting Package	106	Single Drive	133	<b>Conceptual Computing</b>	
Business Font Set	92	Rags to Riches Accounts Payable	106	Stand for 500	64	Amiga Multi-User Software	118
C-1500 Computer System	150	Rags to Riches		The Surgeon	151	MultiBase	106
C-View I	131	Accounts Receivable	106	<b>CompuServe</b>		<b>Conceptually Advanced Technologies</b>	
C-View II	131	Rags to Riches General Ledger	106	CompuServe	65	Software From Hell	117
Celtic Open Font Set	92	<b>Checkpoint Technologies</b>		<b>COMPUTE! Books</b>		The Reaper	119
Classic Script Font Set	92	The Serial Solution	154	Advanced AmigaBASIC	160	<b>Constellation Software</b>	
Commercial Font Set	93	<b>Chilton Book Company</b>		Amiga Applications	159	City Defense	45
Han-D-Scan	130	Using DeluxePaint, 2nd Edition	160	Amiga Desktop Video	161	Crystal Hammer	46
Headline Font Set	93	<b>Cineware Corporation</b>		Amiga Machine Language		Emerald Mine	48
Jet Master	89	Dark Side	46	Programming Guide	160	Fortress Underground	49
JetSet 1.3	94	DeathBringer	46	<b>COMPUTE! Books (cont.)</b>		Gnome Ranger	50
KRONOS series controllers	134	It Came From The Desert	52	AmigaDOS Reference Guide,		Karate King	53
Kronos/2000 SCSI Host	136	Lords of the Rising Sun	54	Third Edition	159	Larry and the Ardies	54
Kronos/500 SCSI Host	136	<b>Cineware Corporation (cont.)</b>		<b>BEGINNER'S GUIDE</b>		Persecutors	57
LazerXpress	155	Rocket Ranger	60	TO THE AMIGA	159	Space Battle	62
MMI PAL Chip Set	149	Speedball	63	<b>COMPUTE!'s Amiga</b>		Spaceport	63
Olde English Font Set	93	The Kristal	66	Programmer's Guide	160	Way of the Little Dragon	69
Pyre Script Font Set	93	The Three Stooges	66	Elementary AmigaBASIC	160	<b>Consultron</b>	
RAM/Clock	147	Total Eclipse	67	FIRST BOOK OF AMIGA	159	CrossDos	120
ScanXpress	130	TV Sports Football	68	INSIDE AMIGA: Graphics	160	<b>Cosmi Corp.</b>	
SCI-10R	144	<b>Clackamas Computers</b>		Kids and the Amiga	159	Defcon-5	46
SCI-21	142	Amiga Instruction Course	162	Learning C: Programming Graphics		Super Huey	64
SCI-24	142	<b>CLASSIC CONCEPTS futureware™</b>		on The Amiga and Atari ST	160	The President is Missing	66
SCI-31	142	Cyrillic Alphabets 1.1	93	Mapping the Amiga	161	<b>Creative Focus</b>	
SCI-34	142	Professional Font Library 3.2	89	Second Book of Amiga	159	Super DJ DeskJet Printer Driver	95
SCI-51	142	QUICK-ART™		Using DeluxePaint, 2nd Edition	160	<b>Creative Microsystems, Inc.</b>	
SCI-60T	144	Borders & Vignettes 2.1	92	<b>Computer Arts</b>		CMI Net Utility	123
SCI-65	142	Storyboard Capitals 2.1	93	Deluxe Maps Vol. I	87	Kickstart Eliminator and	
SCI-71	142	SuperFont Sampler 2.1	93	<b>Computer Coverup, Inc.</b>		RAM Expansion Kit	158
SCI-72	142	Video & Headline Fonts 3.1	97	Covergear	63		



# Product by Vendor

<b>Creative Microsystems, Inc. (cont.)</b>					
MIDI 1	156				
Multi-Port Board 500/1000/2000	154				
Processor Accelerator	128				
V-I 2000	131				
V-I 500	131				
<b>Creative Solutions, Inc.</b>					
Multi-Forth	114				
<b>Crystal Rose Software</b>					
Analytic Art	114				
<b>CV Designs</b>					
CV Design Services	65				
Video Visions Titler Set:					
The Video	162				
Video Visions Vol. 1:					
The Titler V2.0	98				
Video Visions Vol. 1:					
The Titler V2.1	98				
Video Visions Vol. 2:					
The 3D Animator V2.0	98				
Video Visions Vol. 3:					
The 2D Animator V1.0	98				
Video Visions Vol. 3:					
The SANG Transputer Board	98				
Video Visions Vol. 4:					
The Videographer V1.0	98				
Video Visions Vol. 4:					
The Videographer V1.1	98				
Video Visions Vol. 5:					
The Broadcaster	98				
Video Visions Vol. 6:					
The Educator	99				
Video Visions Vol. 7:					
The Advertiser	99				
Video Visions-The Animator Set	99				
Video Visions-The Mixed Set	99				
Video Visions-The Program	99				
Video Visions: The Titler Set	99				
<b>Data East USA, Inc.</b>					
Bad Dudes	42				
Batman the Caped Crusader	43				
Platoon	58				
Robocop	60				
Super Hang-On	64				
Vigilante	68				
<b>Data Research Processing, Inc.</b>					
Key to C	116				
<b>Data Solutions</b>					
ProtoCall	126				
<b>Datamax Research Corp.</b>					
Tax-Break Canadian Edition	106				
<b>DATAPATH</b>					
Audiotools for the Amiga	103				
Programmer's Guide					
To The Amiga	160				
Source/Object Diskette for					
Programmer's Guide					
To The Amiga	161				
<b>Datasoft</b>					
Cosmic Relief	46				
The Hunt for Red October	66				
<b>DATASOUND</b>					
Sonic Spectrum	103				
3 1/2 Slimline Drive	133				
512K RAM Expansion	145				
Data Acquisition Unit	156				
Deep Scan Burst Nibbler	119				
Eprommer	158				
Genesis Handy Scanner	130				
Genius Mouse	152				
<b>Datel Computers</b>					
MIDI Music Manager	100				
Midimaster	157				
Pro Stereo Sound Sampler	156				
Robotarm	158				
TACH 25	158				
Video Digitizer	129				
<b>David Ashley</b>					
Popman	58				
<b>Day's</b>					
Audio 2000	64				
Audio DC AMP	64				
<b>Delphi Noetic Systems, Inc.</b>					
F-Basic 2.0	113				
F-Basic System Source					
Level DeBugger (SLDB)	116				
<b>Delta Research</b>					
JForth Professional 2.0	113				
<b>Designing Minds Inc.</b>					
All About Whales (story diskette)	78				
ChromaPaint	86				
Great States II	76				
Home Front™	108				
Little Red Hen (story diskette)	72				
Math Doctor	77				
Nursery Rhymes (story diskette)	72				
<b>Designing Minds Inc. (cont.)</b>					
Poco Man	58				
Spell-A-Fari	74				
The Enchanted Cash Register	78				
The Talking Storybook					
(reader diskette)	73				
The Three Bears (story diskette)	73				
Top Form	108				
<b>Designlab</b>					
FinePrint	94				
<b>DesignTech Business System</b>					
DesignText	111				
<b>DevWare, Inc.</b>					
Anti-Virus	120				
<b>Diemer Development</b>					
C-ZAR	102				
MidIVU	100				
<b>Digiscape Software</b>					
Digital Landscape	75				
<b>DigiSoft</b>					
AutoKick	118				
HDutil	119				
<b>Digital Animation Productions</b>					
The SANG Transputer Board	157				
Video Graphics Transputer	158				
<b>Digital Concepts</b>					
Intruder Alert	52				
Lords of War	54				
Professional Lottery System	123				
The Island of Lost Hope	66				
Torch 2081	67				
<b>Digital Creations</b>					
Living Color Frame Buffer	131				
Living Color PaintBox	86				
Living Color					
TBC/Digitizer option	129,132				
SuperGen	132				
SuperGen 2000S	132				
VMachine	129,130,132				
<b>Digital Dynamics</b>					
AMI-X10	123				
Snip	110				
The Tax Strategist	106				
<b>Digital Solutions, Inc.</b>					
LPD Writer	111				
<b>Digital Wizards, Inc.</b>					
Music Visions	99				
<b>DigitalArts/257</b>					
Art Nudes	87				
<b>DigiTek Software</b>					
Amegas	42				
Clever & Smart	45				
Dinowars	47				
Drum Studio	102				
Final Mission	49				
Gun Shoot	50				
Hole-in-One Miniature Golf	51				
Hole-in-One Miniature Golf					
Extra Course Disk #3	51				
Hollywood Poker	51				
Joe Blade	52				
Powertyx	58				
Skyblaster	62				
Thunderboy	67				
Vampire's Empire	68				
Western Games	69				
<b>Discovery Software International</b>					
ARKANOID	42				
Better Dead than Alien	43				
GRABBIT	118				
Hybris	51				
Sword of Sodan	64				
Virus Infection Program (V.I.P.)	120				
Zoom	70				
<b>dissidents</b>					
MIDI Sample Wrench	104				
SpeakerSim V1.1	86				
<b>Dr. T's Music Software Inc.</b>					
4-OP Deluxe	102				
Caged Artist Editor/Librarian	102				
Copyist Apprentice	104				
Copyist DTP	104				
Copyist Level I	104				
Copyist Professional	104				
CZ Rider	102				
Dr. Drums, Dr. Keys,					
Bach Songbook	104				
DX Heaven	102				
DX Voices	103				
ESQ-1 Caged Artist					
Editor/Librarian	102				
ESQuapade	102				
Instrument Voice Disks	103				
Kawai K-3 Caged Artis					
Editor/Librarian	102				
Kawai K-5	102				
<b>Dr. T's Music Software Inc. (cont.)</b>					
Kawai-1 Caged Artist					
Editor/Librarian	102				
Keyboard Controlled					
Sequencer V1.6	100				
Level II	100				
MIDI Recording Studio	100				
Model A Interface	156				
MT-32 Voices	103				
Oberheim Matrix 6/1000					
Caged Artist Editor/Librarian	102				
PCM-70 Caged Artist					
Editor/Librarian	102				
Roland D-50 Caged Artist					
Editor/Librarian	102				
Roland MT-52 Caged Artist					
Editor/Librarian	102				
Yamaha MT-52 Caged Artist					
Editor/Librarian	102				
<b>Dynamics</b>					
Dynamics Audio Tape	159				
Dynamics Video	162				
<b>Eagle Tree Software</b>					
Butcher	90				
Distant Armies	47				
<b>EaseWare</b>					
HomeBuilders_CAD	84				
HomeBuilders_Choice	85				
HomeBuilders_Print	85				
<b>East/West Software</b>					
CAD Parts	85				
Take-Stock	108				
<b>Easy Script</b>					
King James Version Bible on Disk	124				
<b>ECE Research &amp; Development</b>					
ECE Alignment Kit	134				
ECE MIDI 1000	156				
ECE MIDI 500/2000	156				
<b>Eclipse Data Management</b>					
Kwik-Speak	75				
<b>ECT Sample Ware</b>					
Four Disk Set	102				
The Digital Synthesizer Disk	103				
The Grab Bag Disk	103				
The Orchestral Disk	103				
The Rock Disk	103				
<b>Elan Design</b>					
Elan Performer	82				
Invision	96				
Invision Plus	96				
<b>Electronic Arts</b>					
Aaargh by Arcadia	41				
Adventure Construction Set	41				
Alternate Reality: The City					
by DataSoft	42				
Annals of Rome by DataSoft	42				
Arcticfox	42				
Art Parts Volume 1	87				
Art Parts Volume 2	88				
Awesome Arcade Action Pack					
by Arcadia	42				
BattleDroidz by DataSoft	43				
Commissioner's Disk	45				
Deluxe Music Construction Set	100				
Deluxe Productions	96				
DeluxePaint II	86				
DeluxePaint III with Animation	86				
DeluxePhotoLab	86				
DeluxeVideo 1.2	96				
DeluxeVideo III	96				
Double Dragon by Arcadia	47				
Earl Weaver Baseball	48				
Earl Weaver Baseball Data Disk	48				
Empire by Interstel	48				
F/A-18 Interceptor	48				
Ferrari Formula One					
Grand Prix Racing	49				
Fire Zone by DataSoft	49				
First Expedition by Interstel	49				
First Letters & Words by First Byte	72				
First Shapes by First Byte	72				
Global Commander by DataSoft	50				
Hot & Cool Jazz	103				
Instant Music	100				
It's Only Rock and Roll	103				
KidTalk by First Byte	72				
Mad Libs by First Byte	54				
MathTalk by First Byte	77				
MathTalk Fractions by First Byte	77				
One-On-One	57				
Populous	58				
Powerdrome	58				
Professional Techniques					
for DeluxePaint III	162				
Pub Games by Arcadia	59				
Quizam! by Interstel	59				
<b>Electronic Arts (cont.)</b>					
Reach for the Stars, Third Edition	59				
Reel Fish'n by Interstel	59				
Roadwars by Arcadia	60				
Rockford by Arcadia	60				
Seasons and Holidays	88				
SmoothTalker by First Byte	73				
Sorcerer Lord by DataSoft	62				
Speller Bee by First Byte	74				
Star Fleet I: The War Begins					
by Interstel	63				
Swords of Twilight	64				
The Android Decision by DataSoft	65				



# Product by Vendor

<b>First Row Software Publishing</b>		<b>Great Valley Products</b>		<b>Image Tech</b>		<b>Interactive Microsystems, Inc. (cont.)</b>	
Prime Time	58	2 Drive HC SCSI Cable	148	Dungeon Quest	48	MediaPhile Infrared Controller	130
The Honeymooners	66	3 Drive SCSI Cable	148	Kikugi	53	MediaPhile Programmer's Toolkit	117
The Twilight Zone	66	30MB Seagate Bundle	141	Obsession	56	<b>Interactive Softworks</b>	
<b>Flight Training Devices</b>		30MB Seagate Bundle	141	<b>ImageSet</b>		CalligraFonts/Asha's	88
FTD Pilot	79	40MB Quantum Bundle	141	Four Color Separation	65	CalligraFonts/Lion's Assorted	88
PILOT, Programmed Inquiry, Learning, Or Teaching Version 1.3	121	40MB Quantum Bundle	141	Transparencies	65	CalligraFonts/Novelty	89
<b>Focal Press Inc.</b>		46MB Seagate Bundle	141	<b>Impulse, Inc.</b>		Calligrapher 1.05	89
Timing for Animation	160	48MB Seagate Bundle	141	Diamond	86	Newsletter Fonts, Vol. 1	93
<b>For Art's Sake</b>		5 1/4 Hard Drive Adaptor Bracket	158	Turbo Silver 3.0	80	Studio Fonts, Vol. 1	89
For Art's Sake	90	80MB Quantum Bundle	141	VideoPAGE	97	<b>Interactive Video Systems</b>	
<b>Free Spirit Software, Inc.</b>		80MB Quantum Bundle	141	<b>Incognito Software</b>		Trumpcard	136
Ami.. Alignment System	118	A2000-FD2010	133	Atredes BBS (includes Skypaint)	126	Trumpcard 500 HC	136
Bride of the Robot	44	Advanced Autoboot Eprom Kit	134	Atredes Skypaint	126	<b>Intouch Tutorials</b>	
Media Line Clipart Disk I	88	FPU 68882/16	148	Atredes Terminal	126	AmigaDOS 1.2 Tutorial	159
Media Line Font Disk I	89	FPU 68882/25	148	FootMan	49	<b>Intracorp</b>	
Media Line Video & Animation Backgrounds I	84	IMPACT A2000-030/16	128	Kingdoms of England	53	Birds 'N' Bees	71
Planet of Lust	58	IMPACT A2000-030/25	128	Opticks	80	Murder on the Atlantic	56
Sex Vixens from Space	61	IMPACT A2000-030RAM/4	147	Realm of the Warlock	59	Space Math	78
The Last Inca	66	IMPACT A2000-030RAM/8	147	Snake Pit	62	<b>Intuitive Technologies</b>	
The Securities Analyst	110	IMPACT A2000-2/0	136	Targis	65	UltraCard	121
<b>Frog Peak Music</b>		IMPACT A2000-2/2	136	Vyper	69	<b>ISD Marketing</b>	
HMSL	102	IMPACT A2000-HC/20	140	<b>Infinity Software</b>		VIP Professional	110
<b>FTL Games</b>		IMPACT A2000-HC/30	140	Galileo 2.0	78	<b>ISM Inc.</b>	
Dungeon Master	47	IMPACT A2000-HC/40Q	140	GO for the Amiga	50	Mighty Nerd	56
<b>Fuller Computer Systems</b>		IMPACT A2000-HC/45	140	Grand Slam	50	<b>JDK Images/Shereff Systems</b>	
Project D	119	IMPACT A2000-HC/80Q	140	Hotlicks	100	Pro Video Gold Demo Tape	162
<b>Future Computer Applications</b>		IMPACT A500-2/0 RAM	145	Shakespeare	91	Pro Video Gold NTSC Version	96
T.A.S.A. (The Amiga Structure Automator)	117	Autoboot Module	134	<b>Infocom</b>		Pro Video Plus Alternate Font Sets	97
<b>General Electric Information Services</b>		IMPACT A500-2/0 RAM	136,146	A Mind Forever Voyaging	41	Pro Video Plus PAL Version	96
Genie	65	IMPACT A500-HD/20 Subsystem	151	Arthur: The Quest for Excalibur	42	<b>Jenday Software</b>	
<b>Generic News Magazine</b>		IMPACT A500-HD/20 Subsystem	141	Ballyhoo	43	Conversation With a Computer	46
Generic News	122	IMPACT A500-HD/30 Subsystem	141	BattleTech: The Crescent Hawk's Inception	43	<b>Jet Technology</b>	
<b>GENP</b>		IMPACT A500-HD/40Q Subsystem	141	Beyond Zork	43	Ink-Jet Ink	155
GENP version 1.01	123	IMPACT A500-HD/45 Subsystem	141	Bureaucracy	44	<b>JMH Software</b>	
<b>Geodesic Publications</b>		IMPACT A500-HD/80Q Subsystem	141	Cuthroats	46	JMH Easy Titler	96
MIDI Synergy I	100	IMPACT SQ44	143	Deadline	46	The Talking Animator	73,82
<b>GfxBase</b>		SQ400 Cartridge	144	Enchanter	48	The Talking Coloring Book	73
XII for the Amiga	124	Standard SCSI Cable	148	Enchanter Trilogy	48	<b>Joe's First Company</b>	
<b>Gimpel Software</b>		<b>Halitex Resources</b>		Hitchhiker's Guide to the Galaxy	51	PIC-MAGIC	98,88
Lint for the Amiga	116	A-Drum	102	Hollywood Hijinx	51	<b>John 1:1 Graphics</b>	
<b>Giraffe-X Desktop Publishing</b>		Aquisition	106	Infidel	51	Bible Files On Disk	124
Giraffe-X Desktop Services	65	Haicalc	110	James Clavell's Shogun	52	<b>Joyce I. Peck</b>	
<b>Glacier Technologies</b>		Space Spuds	63	Journey	53	Weave-It	127
Icon Magic	86	X-Specs 3D	151	Leather Goddesses of Phobos	54	Weave-It Plus	127
Spritz 1.0	87	XCAD	85	Moonmist	56	<b>Jumpdisk</b>	
<b>Gladstone Productions</b>		<b>Hammond Photographic Services</b>		Nord and Bert Couldn't Make Head or Tail of It	56	A Christmas Carol	71
Ami-Stand	63	35mm Color Slide	64	Planetfall	58	Jumpdisk	122
AmiForum	65	Transformer Service	64	Plundered Hearts	58	The Legend of Sleepy Hollow	73
Color Enhancement Filter	153	<b>Harcourt Brace Janovich</b>		Scastralker	61	<b>KARA Computer Graphics</b>	
Command Control Console	157	Desktop Video: A Guide to Personal and Small Business Video Production	162	Sherlock: The Riddle of the Crown Jewels	61	KARA FONTS-HEADLINES	89
Lotto Master	122	<b>Hash Enterprises</b>		Sorcerer	62	KARA FONTS-HEADLINES 2	89
Puzzle Buster	59	Animation: Apprentice	81	Spellbreaker	63	KARA FONTS-SUBHEADS	89
Sports Handicapping Programs	122	Animation: Editor	84	Starcross	63	<b>Karl R. Denton Associates</b>	
<b>Gold Disk Inc.</b>		Animation: Effects	81	Stationfall	63	Sound Effects Library	103
300 DPI Scanner	129	Animation: Flipper	81	Suspect	64	<b>KarmaSoft</b>	
ComicArt-Funny Figures	92	Animation: Libraries	84	Suspended	64	Mail-O-Dex	106
Comic Art—Science Fiction	92	Animation: Multipane	84	The Lurking Horror	66	<b>Kent Engineering &amp; Design</b>	
Comic Art—Super Heroes	92	Animation: Quick2D	81	Trinity	68	Macro Modem	126
Comic Setter	91	Animation: Rotoscope	81	Wishbringer	70	Amiga 500 Work Center (Deluxe Model)	63
Denaris by Hard Wired	47	Animation: Soundtrack	84	Witness	70	Amiga 500 Work Center (Plain Model)	63
Design 3D	80	Animation: Stand	84	Zork I	70	<b>Keypunch Software</b>	
Desktop Budget	105	Animation: Titler	96	Zork II	70	Combat Zone	45
Fontset 1	93	<b>HC Software Australia</b>		Zork III	70	Ikari Warriors	51
Gold Spell 2.0	112	Record Manager Information Base	107	Zork Trilogy	70	Speed Buggy	63
Home Office Advantage	108	<b>HHT Electronics</b>		<b>Inforite Corporation</b>		Viper Patrol	69
Jinks	52	3.5 Floppy Drive-External	133	Easyl A1000 by Anakin Research	152	<b>KFS Software, Inc.</b>	
MovieClips	84	3.5 Floppy Drive-Internal	133	Easyl A2000 by Anakin Research	152	The Accountant	106
MovieSetter	82	<b>Hi Tech Graphics</b>		Easyl A500 by Anakin Research	152	<b>King Publishing</b>	
Outline Fonts	93	PlotPrint	85	<b>Inkwell Systems</b>		I.C.E. Integrated	
Pagesetter	91	PlotPrint Version 2	85	The Amiga Light Pen	152	Calculation Engine	118
Pagesetter LaserScript	94	<b>Hilton Android</b>		<b>InnerPrise Software</b>		The Enigma Device	65
Professional Draw	92	Robot Readers: Aesop's Fables	72	Battle Squadron	43	<b>Kinson Products Corporation</b>	
Professional Page	91	Robot Readers: Chicken Little	72	Night Dawn	56	Ext. 3.5 Drive	133
Professional Page Templates and Design Guide	94	Robot Readers: Little Red Hen	72	Persian Gulf Inferno	58	<b>Kline-Tronics</b>	
Transcript	111	Robot Readers:	72	Tom & Jerry	67	Ammeg I	145
<b>Golden Hawk Technology</b>		The Ugly Duckling	72	Wizard of Wall Street	70	<b>Knowledgeware</b>	
MIDI Gold 500	157	Robot Readers: The Three Bears (Goldilocks)	73	<b>InnoVision Technology</b>		V.I.V.A. Professional	121
MIDI Gold Insider	157	Robot Readers: Three Little Pigs	73	Broadcast Titler	96	V.I.V.A. Professional	121
Serial Expander 2000	154	<b>Hokianga Software</b>		Video Effects 3D	80	<b>Konami Inc.</b>	
<b>Gamma Software</b>		Nimble Numbers	72	<b>Inovatronics, Inc.</b>		Ajax	41
NAG Plus 3.0	109	<b>Hologramophone Research</b>		C.A.P.E. 68K	113	Castlevania	44
<b>Graphic Design Studio</b>		Pixound	104	CanDo	121	Contra	45
Pure Color	95	The Hyperchord	101	InovaTools1	116	Double Dribble	47
<b>Graphic Expressions</b>		Music Exploration Kit	101	InovaTools 2	116	Rush 'N Attack	60
Femme Fatale	49	<b>Howard W. Sams &amp; Company</b>		Power Windows 2.5	117	<b>Konyo International, Inc.</b>	
GIRLS: Impressions of the Riviera	121	Inside the Amiga with C	160	<b>Inset Systems</b>		Master-3A	133
Introduction to AmigaDOS	159	<b>Iconoclassic Software, Inc.</b>		Scannery	95	<b>Kurta</b>	
Mastering CLI and the SHELL	127	Form Action	108	<b>Intelligent Music</b>		IS/ONE	152
<b>Great Cover-Ups</b>		<b>IDG Communications</b>		M™ for the Amiga	100	IS/PENMOUSE	152
Great Cover-Ups	63	The Amiga Companion Second Edition	159	<b>Interactive Microsystems, Inc.</b>		Lake Forest Logic, Inc.	
				Media Base	96	The Disk Mechanic	119
				Media Processor	98		



# Product by Vendor

<b>Lamplighter Software, Inc.</b>			<b>Magicro Software</b>			<b>Meridian Software Inc.</b>			<b>MicroEd (cont.)</b>		
Amiga 500 Command Center	63		Magicode	120		The Demonstrator	96		CP-941 Capitalization	74	
dbPro	106		<b>Magnetic Images Co.</b>			ZING!	112,119		Early Math MA-902	71	
<b>LateNight Developments Corporation</b>			Clip Art 1-8	87		ZING! Keys	119		Fraction Concepts	77	
Better View	123		Gold of the Realm	50		ZING! Spell	112		GR-910 Basic Grammar	74	
<b>Lattice, Inc.</b>			Lost Dutchman Mine	54		<b>Metacomco</b>			Image Spinning (Creative Writing)	74	
AmigaDOS C			<b>Magnetic Music</b>			Macro Assembler	114		LA-981 Learning English		
Development System 5.0	113		Texture	101		MCC PASCAL	117		as a Second Language	75	
C++ Compiler	113		<b>Magni Systems, Inc.</b>			Metacomco Shell	117		LA-982 Learning English		
Compiler Companion 1.0	116		4004/4004S Genlockable			Metacomco Toolkit	117		as a Second Language	75	
DBC III 2.0	106		Video Graphics Encoder	131		<b>Metadigm, Inc.</b>			MA-904 Sum-It Mountain	77	
Lattice Communications Library	116		4005/4005S Genlockable			MetaScope: The Debugger	117		MA-908 Medal Winner	77	
Screen Editor 1.1	117		Video Graphics Encoder	131		<b>Metran Technology</b>			MA-909 Pinball I.Q.	77	
Unicalc 1.1	110		Magni 4003 Remote Control Unit	132		Tshell	119		Maxi Taxi	77	
<b>Lee Software</b>			<b>Manx Software Systems</b>			<b>Michigan Software</b>			Parking Lot	77	
Autogram C	113		Aztec C68K/Am 3.6	116		Batt Disk for A2000	158		PU-940 Punctuation	74	
Biology by Martha College Edition	71		Aztec C68k/am			Insider for A1000	146		RE-910 Learning the Alphabet	72	
Biology by Martha			p-Professional System	113		Kwikstart Plus for A1000	146		RE-915 Beginning Reading Skills	72	
High School Edition	71		Aztec C68k/am			Multistart for A500 and A2000	158		RL-901 In the Beginning	124	
Biology By Martha:			d-Developer System	113		<b>MichTron</b>			RL-902 Adam and Eve	124	
Human Biology CE	71		Developer System with Source			AMAS	156		RL-904 Abraham, Friend of God	124	
Biology By Martha:			Debugger and Library Source	113		Devpac Amiga 2.0	113		RL-932 The First Christmas	124	
Human Biology HSE	71		Library Source	116		HiSoft Basic Professional	113		RL-938 The Story of		
Biology By Martha:			Quelo 68000 Family Assembler	114		K-Graph 3	99		the Good Samaritan	124	
Invertebrate Animals CE	71		Quelo 68000 Family Assembler			K-Spread 3	110		RL-993 In The Promised Land	124	
Biology By Martha:			Full source Code	114		Protect	111		SC-935 Planet Probe	78	
Invertebrate Animals HSE	71		Quelo 68000 Family Assembler			VIVA (Visual Interfaced			SC-936 Aids Information Game	76	
Biology By Martha:			Minimal Source Code	114		Video Authoring)	121		Scare City Motel	78	
Microbiology CE	71		Source Level Debugger (SDB)	117		VITA Professional	121		SP-902 Spelling	74	
Biology By Martha:			<b>Mark of the Unicorn</b>			VTX On-Line	126		SP-903 Spelling	74	
Microbiology HSE	71		Hex	51		<b>Micro Entertainment</b>			SP-904 Spelling	74	
Biology By Martha: Plants CE	71		<b>Mastertronic International</b>			The Golden Pyramid	66		SP-905 Spelling	74	
Biology By Martha: Plants HSE	71		Feud	49		<b>Micro Magic</b>			SP-906 Spelling	74	
Biology By Martha:			Kickstart II	53		Forms in Flight	80		SP-907 Spelling Detective Game	74	
Reproduction CE	71		Master Detective	54		Forms in Flight 2	80		Spell M-O-N-E-Y	71	
Biology By Martha:			Monopoly	56		<b>Micro Momentum, Inc.</b>			SS-909 Social Studies Vocabulary	78	
Reproduction HSE	71		Ninja Mission	56		Lons Fonts	81		SS-951 Lewis and		
Biology By Martha:			Rick Davis's World Trophy Soccer	60		Momentum Check	105		Clark Expedition	76	
Vertebrate Animals CE	71		Risk	60		Momentum Mail	110		SS-952 Across the Plains	76	
Biology By Martha:			Scrabble	61		Tele Tutor	126		SS-953 Early Great Lakes		
Vertebrate Animals HSE	71		Space Ranger	63		The Journeyman Portable Amiga	150		Fur Trade	76	
Diabetic Diet Manager	76		War in Middle Earth	69		Uzzi Interface	150		SS-954 Making our Constitution	76	
Health Med	76		<b>Maxis Software Inc.</b>			<b>Micro Systems International</b>			SS-955 Transcontinental Railroad	76	
Nutrition Guide for the Home	76		Sim City	62		Fat Tracks	119		SS-956 Introducing Maps	76	
Nutrition: A Professional Guide	76		Sky Chase	62		RawCopy V1.3	119		The AD Game	71	
Physics of Motion	78		<b>McLean Simulations</b>			<b>Micro-Systems Software, Inc.</b>			The Bible on Disk	124	
Total Control Diet	76		Age of Sail	41		Analyze!	110		Usage Boners	74	
<b>Lightning Publishing</b>			<b>MCP Associates</b>			BBS-PC!	126		VO-920 Vocabulary Series	74	
NEC CP7 Interface	94		Digitizing Slideshow by			Excellence!	111		Vocabulary Series Two	74	
NLQ 342C Interface	94		New Image Productions, Inc.	97		Online Platinum Edition	126		WD-915 Word Demos	74	
Quadron QuadJet Interface	95		<b>Medlagic</b>			Organize!	106		Words That Sound Alike	74	
The Big Picture	95		GFL Championship Football	50		Scribble! Platinum Edition	111		<b>Microillusions</b>		
<b>Lionheart Press, Inc.</b>			<b>Megame</b>			The Works! Platinum Edition	109,112		Blackjack Academy	43	
Anova	124		HAMandel 2.0	114		<b>MicroBotics, Inc.</b>			Craps Academy	46	
Arima Techniques	124		LuCypher I	120		8-UP! (DIP) FastRAM	145		Discovery Game Disk		
Biometrics	124		LuCypher II	120		8-UP! (SIMM) Fast RAM	145		with Math or Spell	79	
Business Statistics	109		<b>Megatronics</b>			HardFrame/2000	134		Dr. Plummet's House of Flux	47	
Cluster Analysis	124		Avatex 1200 E	153		M103 Memory Expansion	146		Dungeon Construction	47	
Decision Analysis Techniques	125		Avatex 2400 E	153		MouseTime for A1000	149		Dynamic CAD 2.3	84	
Decision Trees and Tables	125		<b>Meggido Enterprises</b>			MultiFunction Module	150		Dynamic Word	111	
Econometrics	125		Desserts Cookbook	122		SB 2000 Adaptor	150		EbonStar	48	
Experimental Statistics	125		Nutri-FAX	76,121		StarBoard 2	146		Faery Tale Adventure	48	
Forecasting and Time Series	125		Recipe-FAX	122		StarBoard 2/500	146		Fire Power	49	
Linear and			The Computer Black Book	110		StarBoard 2/SB 2000 (adapted)	146		Galactic Invasion	50	
Non-Linear Programming	125		Variety Cookbook	122		StarDrive Module	134		Geography Expansion Disk		
Marketing Statistics	109		<b>Melbourne House</b>			<b>MicroDeal</b>			for Discovery	76	
Matrix Operations	125		Magic Johnson's Basketball	54		4-Player Adaptor Cable	150		History Expansion Disk		
Multivariate Analysis	125		<b>Memory and Storage Technology, Inc.</b>			Airball	41		for Discovery	76	
Optimization	125		<b>M.A.S.T.</b>			Fright Night	49		Jetson's	52	
Project Planner (PERT&CPM)	125		AMIG-A-TOSH	148		Goldrunner	50		Land of Legends	53	
Quality Control and			Amig-a-Tosh Plus	148		Goldrunner II	50		Language Expansion Disk		
Industrial Experiments	109		Enhanced Unidrive	133		Hits Disk	51		for Discovery	79	
Regression	126		Fireball 136meg	140		Insanity Fight	52		Math 1 Expansion Disk		
Sales and Market Forecasting	110		Fireball 182meg	140		International Soccer	52		for Discovery	77	
<b>Logical Design Works, Inc.</b>			Fireball 30meg	140		JUG	53		Math Concepts Expansion Disk		
CA-880 3.5 Floppy Disk Drive	133		Fireball 50meg	140		Karate Kid Part II	53		for Discovery	77	
<b>LogiComp Software</b>			Fireball 90meg	140		Leatherneck	54		Micro Midi	156	
LDebug 2.1	116		Flick-Off	153		Major Motion	54		Micro SMPTE	132,157	
<b>Luxury Art, Inc.</b>			Icon Paint	86		Ringside	60		Music-X	100	
Magnetic Media	122		Internal A2000 Drive	133		Slaygon	62		Photon Paint	86	
<b>M2S, Inc.</b>			M.A.S. Terprint	154		Slip Stream	62		Photon Paint 2.0	86	
M2Sprint	114		M.A.S. Terprint PS	154		Talespin	64		Photon Video Cel Animator	82	
<b>Madrigal Residential Designs</b>			MICROMEGS	147		Tanglewood	64		Photon Video		
3D Elevation Library CAD/CAM	85		MiniMegs™	146		Tetra Quest	65		Transport Controller	98	
Elevation Library	85		Tiny Tiger 180Meg	139		Time Bandit	67		Photon Video: Edit Decision		
Elevation Library IFF Clip Art	85		Tiny Tiger 30Meg	139		Zero Gravity	70		List Processor	98	
Floor Plan Library	88		Tiny Tiger 50Meg	139		<b>MicroEd</b>			Photon Video: Video Type	96	
Floor Plan Library CAD/CAM	85		Tiny Tiger 90Meg	139		Antonyms	73		Romantic Encounters at the Dome	60	
Framing & Foundation Library	85		TwinDrive	133		AU-901 CLAS	78,121		Science Expansion Disk		
Interior Design	87		UniDrive	133		Balancing Act	77		for Discovery	78	
Interior Design CAD/CAM	85					Beginning German	75		Social Studies Expansion Disk		
						C.L.A.S. (Version 1.2)	79,121		for Discovery	78	
									Spelling 1 Expansion Disk		
									for Discovery	74	



# Product by Vendor

<b>Microillusions (cont.)</b>					
Spelling 2 Expansion Disk for Discovery	74				
TCRG102	132				
The Planetarium	78				
Tracers	67				
Trivia 1 Expansion Disk for Discovery	79				
Trivia 1 Expansion Disk for Discovery	68				
Trivia 2 Expansion Disk for Discovery	79				
Trivia 2 Expansion Disk for Discovery	68				
Turbo	68				
<b>MicroMaster Software</b>					
Phil A. Form	108				
Your Family Tree 2.0	123				
<b>Micron Technology, Inc.</b>					
Amiga 1000 Memory Expansion Board	145				
Amiga 2000 Memory Expansion Board	145				
Amiga 500 Memory Expansion Board	145				
Micron Memory Board MB-15-D1-PPS	146				
Micron Memory Board MB-15-D2	146				
Micron Memory Board MB-15-D5	146				
Micron Memory Board MB-25-D1-PPS	146				
Micron Memory Board MB-25-D2	146				
Micron Memory Board MB-25-D5	146				
<b>Micropolis Corporation</b>					
ESDI Model 1350	142				
ESDI Model 1558-15	142				
ESDI Model 1650	142				
SCSI Model 1370	142				
SCSI Model 1578-15	142				
SCSI Model 1670	142				
ST-506 Model 1320	142				
<b>MicroProse Software, Inc.</b>					
3-D Pool	41				
Dr Doom's Revenge	47				
Eliminator	48				
F-19 Stealth Fighter	48				
Gunship	50				
Keith Van Eron's Pro Soccer	53				
Netherworld	56				
Pirates	58				
Red Storm Rising	59				
Rick Dangerous	60				
RVF Honda	60				
Savage	60				
Silent Service	62				
Weird Dreams by Medalist International	69				
Xenophobe by Medalist International	70				
<b>MicroSearch Inc.</b>					
Auto Droid	129				
City Desk 1.1	91				
City Desk 2.01	91				
City Desk Art Companion Vol. 1: People and Technology	91				
City Desk Art Companion Vol. 2: Banners, Borders and More	91				
City Desk Art Companion Vol. 3: Brushes and Screens	92				
City Desk Art Companion Vol. 4: Holidays and Sports	92				
Database 4	106				
EYE RESOLUTION	63				
Perfect Sound	156				
Professional Football Simulation	59				
<b>Microsmiths Inc.</b>					
FastFonts	118				
TextEd	112				
TextEd Plus	112				
<b>MicroWay</b>					
flickerFixer	131				
flickerFixer Genlock Compatibility Option	131				
<b>Miles Computing, Inc.</b>					
Quintette	59				
<b>Mills Industries, Inc.</b>					
FIP 20	138				
<b>Mimetics Corporation</b>					
3-Demon	80				
AmiGen	131				
Frame Capture	129				
FrameBuffer	131				
MIDI 1000	156				
MIDI 500/2000	156				
Pattern Splatter	104				
SoundScape: Pro MIDI Studio	101				
SoundScape Sound Sampler	156				
Utilities #1	104				
<b>Mindscape Inc.</b>					
Action Fighter	41				
After Burner	41				
Alien Syndrome by Sega	42				
Aussie Joker Poker by Joker Software International	42				
Balance of Power	42				
Balance of Power: The 1990 Edition	42				
Block Buster	43				
Captain Blood	44				
Combat Course	45				
Deja Vu II: Lost in Las Vegas	46				
Deja Vu A Nightmare Comes True	46				
Fiendish Freddy's Big Top O' Fun	49				
Gauntlet II	50				
Harrier Combat Simulator	51				
Harley-Davidson: The Road to Sturgis	51				
Hostage	51				
Indiana Jones and the Temple of Doom	51				
Indoor Sports	51				
Into the Eagle's Nest	52				
MasterType	79				
Out Run by Sega	57				
Paperboy	57				
Road Raider	60				
Shadowgate	61				
Shinobi	61				
Space Harrier by Sega	62				
Star Trek V: The Final Frontier	63				
Superstar Ice Hockey	64				
Thunder Blade	67				
Uninvited	68				
Willow	69				
Winter Challenge	70				
<b>Mindware International</b>					
Aunt Arctic Adventure	42				
Charon 5	45				
DESCARTES!	77				
Pageflipper	82				
PageFlipper Plus F/X, Version 2.0	80				
PageRender 3D	80				
PageSync	84				
TASS (Thut Application Support System)	117				
<b>MJ Systems</b>					
AccelerDisk	118				
Bridge Drive Commander	148				
<b>MKSoft Development</b>					
LV BackUp	119				
<b>Monterm</b>					
Viking 1	153				
<b>Moonlight Development</b>					
British Open Courses	44				
Classic American Courses	45				
Famous European Courses	49				
Great Resort Courses	50				
P.G.A. Championship Courses	57				
P.G.A. Tour Courses I	57				
U.S. Open Courses I	68				
U.S. Open Courses II	68				
<b>Mr. Horan's Computer Lab</b>					
Amiga Video Microscope System	150				
Educational Consulting	65				
Light Writer					
Overhead Projection System	150				
<b>Mullen Graphics</b>					
Maps, Lists, and Answers for Dungeon Master	159				
<b>Muscomp Technologies</b>					
Music Modules	100				
Sound Effects	104				
<b>N.E.S. Corp.</b>					
N.E.S. AM200A Amiga Prototyping Extender Board	151				
N.E.S. AM201A Amiga Prototyping Extender Board	151				
N.E.S. AM300A Amiga 500/100 Prototyping Board	151				
N.E.S. AM400A Amiga 2000 Co-Processor Prototyping Board	151				
N.E.S. AM-400A Amiga 2000 Video Slot Prototyping Board	151				
<b>Natural Graphics</b>					
Scenery Unlimited	99				
<b>New Horizons Software</b>					
Flow 2.0	112				
Flow 2.0	109				
ProFonts: Volume I	93				
ProFonts: Volume II	93				
ProScript	112				
ProWrite 2.5	111				
<b>NewTek</b>					
Digi-Droid	129				
Digi-Paint	86				
Digi-Paint 3	86				
Digi-View Gold	129				
Video Toaster	129,130,132				
<b>Newwave Software</b>					
Amiga Sound Oasis	103				
Dynamic Studio	100				
<b>Nine Tiles</b>					
CAL 032 Superlink					
Amiga 2000 interface	154				
CAL 042 Superlink					
Amiga 500 interface	154				
<b>Norris Software</b>					
Norgen: The geneological database	123				
<b>Ocean America</b>					
Master 3A	133				
<b>Octree</b>					
Caligari	82				
<b>Omnitrend Software Inc.</b>					
Breach	44				
Breach 2	44				
Paladin	57				
The Scrolls of Talmouth	66				
The Seryachi Campaign	66				
Universe 3	68				
<b>Ontological Survey</b>					
Palette Printer	95				
<b>Opcode Systems</b>					
Music Mouse	100				
<b>Origin Systems Inc.</b>					
Autoduel	42				
Beyond 2400 AD	43				
Knights of Legend	53				
Mocbius: The Orb of Harmony	56				
Omega	57				
Orge	57				
Space Rogue	63				
Tangled Tales	64				
Times of Lore	67				
Ultima III	68				
Ultima IV	68				
Ultima Trilogy I-II-III	68				
Ultima V	68				
Windwalker	70				
<b>OTG Software</b>					
DSM	113				
<b>OXXI Inc.</b>					
A-Talk III	126				
Digi-Weather	127				
Maxi Plan 500	110				
Maxi Plan Plus	110				
Nimbus 1.3	105				
Tax Break	106				
<b>Pacific Peripherals</b>					
OverDrive	136				
OverDrive 100	140				
OverDrive 130	140				
OverDrive 20	140				
OverDrive 20F	143				
OverDrive 32	140				
OverDrive 47	140				
OverDrive 62	140				
OverDrive 82	140				
Subsystem 1000	151				
Subsystem 500	151				
Subsystem 500D	151				
Synergy	136				
Synergy 134	141				
Synergy 162	141				
Synergy 20	141				
Synergy 32	141				
Synergy 47	141				
Synergy 62	142				
Synergy 82	142				
Synergy Kit	134				
<b>Palomax, Inc.</b>					
=MAX=	134				
<b>Pangolin Laser Software</b>					
Laser Show Designer	99				
RTV	99				
<b>PAR Software</b>					
EaSy Loans™	105				
Express Paint 3.0	86				
Express Tools	90				
Stellar Conflict	64				
Word Flex 2.1	70				
Word Flex Data Disks	70				
<b>Paragon</b>					
Alien Fires-2199 A.D.	41				
Master Ninja					
Shadow Warrior of Death	54				
Mission Elevator	56				
Traveler	67				
<b>Paragon (cont.)</b>					
Twilight's Ransom	68				
Wizard Wars	70				
<b>PCM Industries</b>					
Artistic Expressions	87				
<b>PDJ Software</b>					
AIRT	113				
<b>Peacock Systems, Inc.</b>					
CBTREE	116				
<b>Pecan Software Systems, Inc.</b>					
DATAFAX	106				
PDQ Pascal/Getting Started with USD Pascal	114				
Power System-Basic	114				
Power System-Fortran-77	114				
Power System-Modula 2	114				
Power System-UCSD Pascal	114				
<b>Peterson Enterprises</b>					
C-Light	80				
<b>Philadelphia Video Lab Inc.</b>					
Amiga File Transfer to Video Tape	65				
BACKGROUND					
The Video Tape	88,162				
Photographic Hardcopy from Amiga Files	64				
Prosumer Print-color & B/W	64				
Prosumer Slide	64				
THE BACKGROUND for HAM Paint Programs	88				
THE COLOR KIT for Deluxe Paint	90				
<b>Phoenix Electronics, Inc.</b>					
CPS-500	158				
MS-500	63				
PCC	134				
PPD-135E	133				
PPD-135I	133				
PHC-2000	138				
PHC-2000	138				
PHC-2000	138				
PHD 20	138				



# Product by Vendor

<b>Pregnant Badger Music</b>		<b>Queue Corporation (cont.)</b>		<b>RockLogic (cont.)</b>		<b>Signs Etc. by D. Knox (cont.)</b>	
Performance	104	Practical Composition III	74	FASMB8	113	Super Puzzle Data Disk	64
RXMix	104	Practical Composition IV	74	FASMB5	113	The Remarkable Talking Super Puzzle	66
<b>Premier Software</b>		Practical Composition Package I	74	<b>Ronin Research &amp; Development, Inc.</b>		<b>Silver Software</b>	
Public Domain & Shareware Collections	122	Practical Composition Package II	74	32-bit Memory Expansion Board	147	Bingo Parlor	43
<b>Pro-Tronic Systems Ltd.</b>		Practical Composition V	74	32-bit Memory Expansion Board 2MB	147	Bowling	44
Deluxe MIDI Interface	156	Practical Vocabulary	74	32-bit Memory Expansion Board 4MB	147	DNA Music	104
GOMF 3.0	118	Reading Adventure 1	72	A2000 K-card Adapter	150	Eye Play	99
Standard MIDI Interface	157	Reading Adventure 2	72	Hurricane	128	Fractal Music	104
<b>Progressive Peripherals &amp; Software</b>		Reading Adventure 3	72	Hurricane 2800	136	Protein Music	104
3D Professional	80	Reading and Thinking I	72	Hurricane 2800	128	Waveform Easel	104
Access-64	148	Reading and Thinking II	72	Hurricane 68030 Interface System	128	<b>SKE Software Company</b>	
Animation Station	84	Reading and Thinking III	72	Accelerator Board 16MHz	128	SKETern	126
Baud Bandit	126	Sentence Completion	79	Accelerator Board 20MHz	128	<b>Skyles Electric Works</b>	
Baud Bandit 2400	153	Spanish Grammar I	75	<b>RSI</b>		MEMORY for Amiga	146
CLImate	120	Spanish Grammar II	75	Easy Streamer	144	MIDI for the Amiga 2000	156
Disk-Master	120	Spanish Grammar III	75	The WEDGE	142	MIDI for the Amiga 500	157
Dr. Term Professional	126	Starting a New Business	71	<b>RTL Programming Aids</b>		MIDI for the Amiga1000	157
Dunlap Utilities	118	U.S. Geography Adventure	76	Wordwright	112	<b>Skyles Electric Works Inc.</b>	
EXP-1000	145	Vocabulary Adventure I	74	<b>S. Anthony Studios</b>		Direct Animation	82
EXP-512	147	Vocabulary Adventure II	74	Laser Up! Draw	92	<b>Slide City</b>	
EXP-8000+	145	Vocabulary Adventure III	74	Laser Up! Fonts Vol. 1	93	Slide Service	64
FrameGrabber	129	World Geography Adventure, I	76	Laser Up! Plot	95	T.V. Graphics 2.0	98
Frame Grabber 2.0	97	World Geography Adventure, II	76	Laser Up! Utilities Vol. 1	93	<b>Slipped Disk</b>	
FrameGrabber 256	129	World Geography Adventure, III	76	<b>S.P.O.C.</b>		Lottery Magic	122
IntroCAD	84	World Geography Adventure, IV	76	SPOC Collection	63	Soft-Link, Inc.	118
IntroCAD Plus	84	<b>R &amp; D L Productions</b>		SPOC Disk	63	Multi-Prefs	118
Math-Amation	77	4-button puck	152	<b>Sassenrath Research</b>		Stuff-It	118
MegaBoard 2000	146	AProDraw 12 x 12 inch	151	Guru's Guide	161	<b>Soft-Logik Publishing Corporation</b>	
MicroLawyer	110	Graphics Tablet	152	<b>Scorpius Software</b>		PageStream	91
miniGEN	131	AProDraw 18 x 12 inch	152	Black Shadow	43	Publishing Partner Professional	91
PIXmate	90	Graphics Tablet Package	152	Foundation's Waste	49	<b>Software Advantage</b>	
ProDrive 2000	134	LightBox—The Drawing Tool for Animators	82	Hyperdome	51	Consulting Corporation	
ProGEN	131	<b>Radical Eye Software</b>		I Ludicrus	51	Investor's Advantage 2.0	107
ProRAM 2000	146	360 dpi Fonts	94	Legend	54	<b>Software Ingenuity</b>	
The Vault	139	AmigaMETAFONT	92	Phantasm	58	C Toolkit	116
UltraDesign	85	AmigaTeX	92	Space School Simulator	63	Smart Fields	117
VizaWrite Desktop	111	Epson FX Printer Driver	94	Transputer	67	<b>Software Sensations</b>	
<b>Prolific, Inc.</b>		ImageWriter II Driver	94	Zynaps	70	Brumbar's Backgrounds	88
PRO-ASM-6809	114	Laser Printer Drivers	94	<b>Scott, Foresman &amp; Co.</b>		Inky Dink	155
PRO-ASM-8051	114	NEC P6 Driver	94	Becoming an Amiga Artist	160	S-View	148
PRO-ASM-8085	114	<b>Rainbird Software</b>		The Amiga Microsoft BASIC Programmer's Guide	161	<b>Software Terminal</b>	
PRO-ASM-Z80	114	Black Lamp	43	<b>Second Sight</b>		Intruder Alert	151
PRO-BOARD	84	Carrier Command	44	ANSIED V1.2	115	TeleEpic	65
PRO-NET	85	Corruption	46	IFFM2 V1.0	116	TeleGames	65
<b>Psygnosis Limited</b>		Elite	48	<b>Sedona Software</b>		TeleWar	65
Aquaventura	42	Enlightenment	48	Money Mentor	107	Telewar II	65
Arena	42	Jinxter	52	<b>Selectronics Inc.</b>		<b>Software Toolworks</b>	
BAAL	42	Spacecutter	63	MAGDEX	122	Mavis Beacon Teaches Typing	79
Ballistix	43	Starglider	63	PUBDEX	122	Software Golden Oldies Vol. 1	62
Barbarian	43	Starglider II	63	<b>Seven Seas Software</b>		The Chessmaster 2000	65
Blood Money	44	The American Civil War: Scenario Disk One	65	Doug's Color Commander	90	<b>Software Visions, Inc.</b>	
Captain Fizz	44	The Guild of Thieves	66	Doug's Math Aquarium	77	Designer Databases-Business I	106
Meets The Blaster-Trons	44	The Pawn	66	<b>Seymour-Radix</b>		Designer Databases-Home I	106
Chrono-Quest	45	The Universal Military Simulator	66	IMG Scan II	130	Microfiche Filer	106
Menace	56	Vietnam: Scenario Disk Two	68	<b>Sierra On-Line</b>		Microfiche Filer Plus	106
Obliterator	56	Virus	69	3-D Helicopter Simulator	41	<b>Sound Quest Inc.</b>	
Shadow of the Beast	61	<b>Rainbows Edge Productions</b>		Donald Duck's Playground	71	Quest I: Texture	100
Terrorpods	65	3D Options	81	Gold Rush	50	Quest II: Texture	101
<b>PVS Publishing/Sheeff Systems</b>		64 Emulator	120	HomeWord Plus	111	Sound Quest CZ	102
CGI Font Library Set 1&2	97	A-Max	148	King's Quest	53	Master Librarian	102
PRO VIDEO CGI	96	Bomb Busters	44	King's Quest II: Romancing the Throne	53	Sound Quest D-10	102
PRO VIDEO PLUS	96	Cosmic Bouncer	46	King's Quest III: To Heir Is Human	53	Master Librarian	102
VIDEO Fonts	97	Dragon's Lair	47	King's Quest IV: The Perils of Rosella	53	Sound Quest D-30	102
<b>Quality Business Systems</b>		Ganymed	50	Leisure Suit Larry II: Looking for Love in Several Wrong Places	54	Master Librarian	102
Tax Plan	106	Rock Challenge	60	Leisure Suit Larry in the Land of the Lounge Lizards	54	Sound Quest DX Master Librarian	102
<b>Quelo, Inc.</b>		Scary Mutant	61	Manhunter: New York	54	Sound Quest Generic	102
Quelo 68000/68010/68020		Space Aliens from Mars	61	Mixed-Up Mother Goose	56	Master Librarian	102
Cross Assembler Package	114	Space Ace	62	Police Quest	58	Sound Quest SQ-80	102
<b>Queue Corporation</b>		<b>RGB Computer &amp; Video Creations</b>		Police Quest II: The Vengeance!	58	Master Librarian	102
American History Adventure	76	Amiga Link	99	Slipheed	62	Sound Quest TX802	102
Amiga Programmer's Guide	160	CVC Video Workstation™	130	Smart Money	108	Master Librarian	102
Analogies I	79	DeluxeHelp for AmigaDOS	127	Space Quest I: The Sarien Encounter	62	Sound Quest TX81Z	102
Analogies II	79	DeluxeHelp for Calligrapher	90	Space Quest II: Vohaul's Revenge	62	Master Librarian	102
Antonyms	79	DeluxeHelp for Deluxe Paint	90	Space Quest III: The Pirates of Pestulon	63	<b>Spectrum Holobyte</b>	
College Aptitude Reading Comprehension Exercises	79	DeluxeHelp for Deluxe Paint II	90	The Black Cauldron	65	DONDR—A New Beginning	47
Complete Practical Composition Series	74	DeluxeHelp for Deluxe Paint III	89	Thexder	66	Falcon	48
French Grammar I	75	DeluxeHelp for DigiPaint	90	Winnie-the-Pooh in the Hundred-Acre Wood	70	Solitaire Royale	62
French Grammar II	75	DeluxeHelp for PageSetter	95	<b>Signs Etc. by D. Knox</b>		Tetris	65
French Grammar III	75	DeluxeHelp for Photon Paint	90	Space Photos	78	<b>Speech Systems</b>	
French Grammar I	75	DeluxeHelp's Advanced Techniques—Textures & Backgrounds for Deluxe Paint II	89	Super Puzzle	64	Symphony Music Video	99
How a Bill Becomes a Law	78	<b>Ricoh Corporation</b>		<b>Signs Etc. by D. Knox</b>		Symphony Songs	103
How to Spell	74	PC Laser 6000/PS	155	<b>Skyles Electric Works Inc.</b>		<b>Spencer Organization, Inc.</b>	
Lessons in Reading and Reasoning	76	Ricoh RO-5030E	143	HDA506 Hard Drive Adaptor for the Amiga 500 and 1000	136	APL 68000	113
Lessons in Reading and Reasoning 1	76	<b>Rittinghouse Software Development Company</b>		HDA506-2 Slot Machine' Hard Drive Adaptor for Amiga 2000	136	<b>Spirit Technology</b>	
Lessons in Reading and Reasoning 2	76	GS-1000 Graphics Library	90	Expansion for Amiga 1000	146	HD500 Internal Memory	146
Lessons in Reading and Reasoning 3	76	<b>RockLogic</b>		Expansion for Amiga 500	146	IN500 Internal Memory	146
Lessons in Reading and Reasoning 4	76	FASMB5	113	MIDI-STAR Multiple Port Professional MIDI Interface	157		
Practical Composition I	74						
Practical Composition II	74						



# Product by Vendor

<b>Spirit Technology (cont.)</b>			
SC501 512K Internal Memory			
Expansion Module for A500	147		
SIN500	146		
<b>SportTime Computer Software</b>			
Omni-Play Basketball	57		
<b>Star Games</b>			
Targhan	64		
<b>Star Micronics Inc.</b>			
XR-100 Multi-Font	154		
XR-1500 Multi-Font	154		
<b>StarSoft Development Laboratories</b>			
Frostbyte	50		
Mega Pack #1	56		
Santa Paravia and Fiumaccio	60		
StarSoft Hard Drive Backup Utility	119		
<b>Starvision International</b>			
Mega Pinball	56		
Snowberry	62		
Starfighter One	63		
The Starvision Stereo			
Sound Sampler	156		
Twin Ranger	68		
World Atlas	76		
<b>Strategic Simulations Inc.</b>			
Advanced Dungeons and			
Dragons: Heroes of the Lance	41		
Demon's Winter	46		
Gettysburg: The Turning Point	50		
Kampfgruppe	53		
Phantasie	58		
Phantasie III	58		
Questron II	59		
Rebel Charge At Chickamauga	59		
Red Lightning	59		
Roadwar 2000	60		
Roadwar Europa	60		
<b>Studio 7</b>			
Internal 3.5 Disk Drive for A2000	133		
PS 500 Monitor Stand	63		
<b>subLOGIC Corporation</b>			
Flight Simulator II	49		
Japan Scenery Disk	52		
Jet	52		
Scenery Disk #11	61		
Scenery Disk #7	61		
Western European Tour	69		
<b>Suncom Technologies</b>			
Ergostick	150		
Tac-30	150		
Tac-50	150		
<b>SunRize Industries</b>			
Adventure Workshop	41		
Color Splitter	129		
Desktop Artist	87		
IMG Scan	130		
Perfect Sound 3.0	156		
Perfect Vision	129		
<b>Sunsmile Software</b>			
EXTEND	113		
Home Inventory Manager	110		
Video Cataloger	110		
<b>Supra Corporation</b>			
Supra Drive FD-10	144		
Supra Drive for A2000	140		
Supra Drive for A2000	140		
Supra Drive for A500 and A1000	140		
Supra Drive for A500 and A1000	141		
Supra Drive for A500 and A1000	141		
Supra Drive for A500 and A1000	140		
Supra Drive for A500 and A1000	141		
Supra Drive RAM			
Expansion Module for A500	146		
Supra Modem 2400	153		
Supra Modem 2400 zi	153		
Supra Modem 2400AM for			
A500/1000/2000	153		
Supra RAM 2000	146		
Supra RAM 500	147		
Supra SCSI Interface	136		
WordSync Interface for 2000	136		
<b>Surfside Components International</b>			
The Master-3A Amiga Disk Drive	133		
<b>Sybex Books</b>			
Amiga Programmer's Handbook			
Vol. 1 (2nd Edition)	160		
Amiga Programmer's Handbook			
Vol. II	160		
Programmer's Guide			
To The Amiga	161		
<b>SYNDESIS</b>			
Forms in Flight			
Conversion Module	81		
InterChange	81		
InterFont (Includes InterChange)	81		
Object Disk #1	81		
<b>SYNDESIS (cont.)</b>			
TSSner	124		
Turbo Silver Module Pack	81		
<b>Synergy Peripheral Systems</b>			
2 MB RAM Expansion	145		
Hard Disk Plus	141		
Hard Disk Plus-20	140		
Hard Disk Plus-30	141		
Hard Disk-CR(kit)	134		
Optimizer	128		
SCSI Host 2000	136		
<b>T &amp; L Products</b>			
Mouse Wash 2500	63		
Rat-Pad!	63		
Window Print II	95		
<b>T.S.R. Hutchinson Co.</b>			
Flicker Master	153		
Master Fonts 3D	81		
Master Fonts	89		
Mouse Tune	63		
<b>Taito Software Inc.</b>			
Bubble Bobble	44		
Operation Wolf	57		
QIX	59		
Rambo III	59		
Rastan	59		
Renegade	59		
Sky Shark	62		
<b>Take 1 Video Productions, Inc.</b>			
T-Shirt Imprints	65		
<b>Tangent 270</b>			
Aircraft Pics	87		
Bird Pics	87		
China Pics	87		
Christmas Pics	87		
Heraldic Pics	87		
Map Pics-World	87		
<b>Teknoware</b>			
Freeway Massacre	49		
Kill or Be Killed	53		
<b>The AMIGA Class</b>			
Complete Cross-reference	122		
<b>The Computer Club Company</b>			
AmigaDOS 1.3 Reference Book	159		
AmigaDOS CLI			
Reference Book 1.2	159		
Nancy-A Spelling			
Checker and Corrector	112		
The Computer Club's			
Brand Foam Bat	63		
Zelda-A Print/Merge			
Report Generator	110		
<b>The Disc Company</b>			
KindWords	111		
KindWords™ 2.0	111		
Publisher's Choice™	91		
SuperBack	119		
The Critic's Choice	108		
<b>The Dragon Group</b>			
The Amiga Coloring Book:			
Borders	88		
The Amiga Coloring Book:			
Sampler	88		
The Amiga Coloring Book: World	88		
<b>The Other Guys</b>			
AMT	107		
KEEP-Trak General Ledger	105		
Match-it	72		
Math Odyssey	56		
Math-A-Magician	77		
Omega File Data Base—			
Mail Merge	106		
Promise	112		
Reason	112		
Synthia High Performance			
Digital Synthesizer	101		
Synthia Professional	101		
World Odyssey	70		
<b>The Picture Box</b>			
Build'Em™	87		
<b>The Puzzle Factory</b>			
Re Source	117		
<b>The Right Answers Group</b>			
Director Tutorial Video	162		
The Director	82		
Toolkit for The Director	84		
<b>The Softwaresmith</b>			
Removable Suk-Foot™	63		
Suk-Foot™	63		
<b>The Sterling Connection</b>			
Templcity	110		
<b>The ToolCaddy Works</b>			
The ToolCaddy	115		
The ToolCaddy Works			
Docs-Functions	115		
<b>The ToolCaddy Works (cont.)</b>			
The ToolCaddy Works			
Docs-Mnemonics	115		
The ToolCaddy Works			
Docs-Structures	115		
<b>The Trumor Company, Inc.</b>			
Crayons And Rainbows	71		
<b>Three-Sixty</b>			
Dark Castle	46		
Harpoon	51		
Thud-Ridge	67		
Warlock	69		
<b>Tigress</b>			
DisKwik 2.0	118		
<b>Titus Software Corp.</b>			
Crazy Cars	46		
F40 Pursuit Simulator	48		
Fire and Forget	49		
Galactic Conqueror	50		
Knight Force	53		
Offshore Warrior	57		
Titan	67		
<b>Top Disk Software</b>			
Fruit Friend	120		
<b>Tripp Lite</b>			
Battery Backup System			
(BC-series) BC-450	158		
<b>Tru-Image</b>			
35mm Slides	65		
<b>True BASIC, Inc.</b>			
3D Graphics	115		
Advanced String Library	116		
Algebra I	76		
Arithmetic	77		
Back to BASIC	160		
Calculus	77		
CHiPendale Workbook	124		
Developer's Toolkit	116		
Discrete Mathematics	77		
Introduction to Computer			
Applications Using BASIC	160		
Pre-Calculus	77		
Probability Theory	78		
Standard BASIC Programming			
with True BASIC	161		
Structured BASIC Programming	161		
Structured Programming with TB	161		
The True BASIC Primer	161		
True BASIC 3D Graphics	115		
True BASIC Language System	114		
True BASIC Sorting and Searching	117		
True BASIC—A Complete Manual	161		
True BASIC—Programs			
and Subroutines	117		
TrueSTAT	78		
<b>TSA Media</b>			
Boomeroid	44,77		
Lightforce	54,78		
<b>TV One Productions</b>			
Interactive Video Kit	132		
Volume I: How To Use			
The Amiga For Video	162		
Volume II: How To Make TV			
Commercials With The Amiga	162		
Volume III: How To Make			
Presentations & Sales Tapes	162		
With The Amiga			
<b>Ultra Software Corporation</b>			
Metal Gear	56		
Teenage Mutant Ninja Turtles	65		
<b>Unicorn Software Company</b>			
Aesop's Fables	71		
All About America	76		
Decimal Dungeon	77		
Fraction Action	77		
Ghostly Grammar	74		
Kinderama	72		
Land of the Unicorn	74		
Magical Myths	79		
Math Wizard	77		
Read & Rhyme	72		
Read-a-Rama	72		
Tales From The Arabian Nights	73		
The Adventures of Sinbad	73		
The Logic Master	76		
The Wonderful Animal Kingdom	73		
The Word Master			
Vocabulary Builder	74		
<b>Unison World</b>			
Art Gallery I & II	91		
Art Gallery: Fantasy	91		
Fonts & Borders	93		
PrintMaster Plus	94		
<b>Vega Technologies</b>			
AmiKit	127		
Introduction to the CLI	162		
Leather Mouse Pad	63		
<b>Vertical Solutions</b>			
VDS120	64		
VDS240	64		
<b>Very Vivid, Inc.</b>			
Interactor	99		
<b>VideoAdvantage</b>			
Amiga Encyclopedia On A Video	162		
<b>VidTech</b>			
Scanlock	132		
<b>Virtual Reality Laboratories, Inc.</b>			
Distant Suns	47,78		
<b>Visionary Design Technologies Inc.</b>			
Datastorm	46		
Vortex	69		
<b>Visual Aural Animation</b>			
Gerber Driver	85		
Mars I	84		
MindLight 7	82,104,151,157		
<b>Visual Productions</b>			
Amiga Graphic Services	64		
<b>WaveTable Technologies</b>			
Animation	103		
Big Dollar Synth	103		
Composer's SoundLib			
IFF Portable Vol. 1	103		
Composer's SoundLib			
IFF Portable Vol. 2	103		
Composer's SoundLib			
IFF Portable Vol. 3	103		
Composer's SoundLib			
IFF Portable Vol. 4	103		
Composer's SoundLib			
IFF Portable Vol. 5	103		
Composer's SoundLib			
IFF Portable Vol. 6	103		
Composer's SoundLib			
Mimetics' Exclusive (Vol. 1)	103		
Composer's SoundLib			
Mimetics' Exclusive (Vol. 2)	103		
Composer's SoundLib			
Mimetics' Exclusive (Vol. 3)	103		
Mellotron	103		
Modern Percussives	103		
Real Brass	103		
<b>WeatherConnect, Inc.</b>			
DataConnect	127		
The Weather Connection	127		
<b>William S. Hawes</b>			
ARexx	113		
ConMan	116		
WShell	119		
<b>Wollner Associates</b>			
RM-2	132		
<b>WordPerfect Corporation</b>			
WordPerfect 4.1	112		
WordPerfect Library	109		
<b>Xetec, Inc.</b>			
FastCard Jr.	139		
FastCard M150	139		
FastCard Q40	139		
FastCard Q80	139		
FastRam	145		
FastTape 60E	144		
FastTrak Jr.	139		
FastTrak M150	139		
FastTrak Q40	140		
FastTrak Q80	140		
<b>Zebra Systems Inc.</b>			
Amiga Trackball Controller	150		
<b>Zirkonics Corp.</b>			
Professional Text Engine	115		
<b>Zuma Group</b>			
TVSHOW	96		
TV*Text	97		
TV*Text Professional	97		
Zuma Fonts Vol. 1	89		
Zuma Fonts Vol. 2	89		
Zuma Fonts Vol. 3	89		
Zuma Fonts Vol. 4	89		
Zuma Fonts Vol. 5	89		



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San Jose, CA 95131  
(408) 435-1445  
**Inquiry #270**

**Capcom, U.S.A.**  
3303 Scott Blvd.  
Santa Clara, CA 95054  
(408) 727-0400  
**Inquiry #271**

**Cape Fear Teleproductions, Inc.**  
605 Dock St.  
Wilmington, NC 28401  
(919) 762-8028  
**Inquiry #272**

**Capilano Computer Systems**  
1168 Hamilton St., Suite 501  
Vancouver, BC, Canada V6B 2S2  
(604) 669-6343  
**Inquiry #273**

**Cardinal Software**  
13646 Jefferson Davis Highway  
Woodbridge, VA 22191  
(703) 491-6494  
**Inquiry #274**

**CDA, Inc.**  
P.O. Box 1052  
Yreka, CA 96097  
(916) 842-3431  
**Inquiry #275**

**Celestial Data Systems**  
279 South Beverly Dr.,  
Suite 1010  
Beverly Hills, CA 90212  
(213) 838-3686  
**Inquiry #276**

**Celestial Systems**  
Suite 165 Box J  
Manhattan Beach, CA 90266  
(213) 372-1229  
**Inquiry #277**

**Centaur Software, Inc.**  
P.O. Box 4400  
Redondo Beach, CA. 90278  
(213) 542-2226  
**Inquiry #278**

**Central Coast Software**  
424 Vista Avenue  
Golden, CO 80401  
(303) 526-1030  
**Inquiry #279**

**Chang Labs**  
5300 Stevens Creek Blvd.  
San Jose, CA 95129  
(408) 246-8020  
**Inquiry #280**

**Checkpoint Technologies**  
P.O. Box 2035  
Manassas, VA 22110  
(703) 330-5353  
**Inquiry #281**

**Chilton Book Company**  
201 King of Prussia  
Radnor, PA 19089-0230  
(800) 345-1214; (215) 964-4000  
**Inquiry #282**  
**Cinemaware Corp.**  
4165 Thousand Oaks Blvd.  
Westlake Village, CA 91362  
(805) 495-6515  
**Inquiry #283**

**Clackamas Computers**  
16140 SE 82nd Drive  
Clackamas, OR 97015  
(503) 650-0379  
**Inquiry #284**

**CLASSIC CONCEPTS futureware**  
P.O. Box 786  
Bellingham, WA 98227-0786  
(206) 733-8342  
**Inquiry #285**

**Classic Future**  
3100 W. Chapel Ave.  
Cherry Hill, NJ 08002  
(609) 667-2526  
**Inquiry #286**

**Clockwork Computers**  
1826 Manorgreen Court  
Annapolis, MD 21401  
(301) 721-2566  
**Inquiry #287**

**Command Simulations**  
297 North St., Building #3  
Hyannis, MA 02601  
(508) 790-1994  
**Inquiry #288**

**Commodore Business Machines, INC.**  
1200 Wilson Drive  
West Chester, PA 19380  
(215) 431-9100  
**Inquiry #289**

**Communications Specialties, Inc.**  
6090 Jericho Turnpike  
Commack, NY 11725  
(516) 499-0907  
**Inquiry #290**

**Comp-U-Save**  
410 Maple Ave.  
Westbury, NY 11590  
(800) 356-9997; (516) 997-6707  
**Inquiry #291**

**CompuServe**  
(800) 848-8199 voice  
(614) 457-8650 from Ohio  
**Inquiry #670**

**Compu Art**  
PO Box 712 Victoria Station  
Montreal, Quebec,  
Canada H3Z 2V8  
(514) 488-1572  
**Inquiry #292**

**COMPUTE! Books**  
324 West Wendover Ave., Suite 200  
Greensboro, NC 27408  
(919) 275-9808  
**Inquiry #293**



**Computer Arts**

P. O. Box 529  
Opp, AL 36467  
(205) 493-6312  
**Inquiry #294**

**Computer Coverup, Inc.**

2230 S. Calumet  
Chicago, IL 60616  
(312) 326-3000  
**Inquiry #295**

**Computerware**

P. O. Box 668  
Encinitas, CA 92024  
(619) 436-3512  
**Inquiry #296**

**Comspec Communications**

74 Wingold Ave.  
Toronto, Ontario,  
Canada M6B 1P5  
(416) 785-3553  
**Inquiry #297**

**Conceptual Computing**

603 Castlefield Ave.  
Toronto, Ontario,  
Canada M5N 1L9  
(416) 781-7742  
**Inquiry #298**

**Conceptually Advanced Technologies**

P.O. Box 3302  
Santa Monica, CA 90403  
(213) 452-1732  
**Inquiry #299**

**Constellation Software**

17 St. Mary's Court  
Brookline, MA 02146  
(617) 731-8187  
**Inquiry #300**

**Consultron**

11280 Parkview  
Plymouth, MI 48170  
(313) 459-7271  
**Inquiry #301**

**Cosmi Corporation**

431 N. Figueroa St.  
Wilmington, CA 90744  
(213) 835-9687  
**Inquiry #302**

**Creative Microsystems, Inc. C.M.I.**

19552 S.W. 90th Court  
Tualatin, OR 97062  
(503) 691-2552  
**Inquiry #303**

**Creative Solutions, Inc.**

4701 Randolph Rd., Suite 12  
Rockville, MD 20852  
(301) 984-0262 info  
(800) 367-8465 orders  
**Inquiry #304**

**Crystal Rose Software**

109 South Los Robles  
Pasadena, CA 91101  
(818) 795-6664  
**Inquiry #305**

**CSA/Computer System Assc.**

7564 Trade St.  
San Diego, CA 92121  
(619) 566-3911  
**Inquiry #306**

**CV Designs**

61 Clewley Road  
Medford, MA 02155  
(617) 396-8354  
**Inquiry #307**

**Data East USA, Inc.**

1850 Little Orchard Street  
San Jose, CA 95125  
(408) 286-7080; (408) 286-7074  
**Inquiry #308**

**Data Research Processing, Inc.**

5121 Audrey Dr.  
Huntington Beach, CA 92649  
(714) 840-7186  
**Inquiry #309**

**Data Solutions**

P.O. Box 87190  
Canton, MI 48187  
(313) 397-2889  
**Inquiry #310**

**Datamax Research Corp.**

Box 5000  
Bradford, Ontario,  
Canada, L3T 2A6  
(416) 250-7424  
**Inquiry #311**

**DATAPATH**

P.O. Box 1828  
Los Gatos, CA 95031  
**Inquiry #312**

**DataSoft**

Distributed by Electronic Arts  
**Inquiry #313**

**DATASOUND**

603 Brantley Place  
Virginia Beach, VA 23452  
(804) 431-1362  
**Inquiry #314**

**Datel Computers**

3430 E. Tropicana #67  
Las Vegas, NV 89121  
(800) 782-9110; fax (508) 675-6002  
**Inquiry #315**

**David Ashley**

2710 Haste, #6  
Berkeley, CA 94704  
(415) 540-0992  
**Inquiry #316**

**Day's**

17538 Glen Road  
Gambier, OH 43022  
(614) 397-5639  
**Inquiry #317**

**Delphi Noetic Systems, Inc.**

P.O. Box 7722  
Rapid City, SD 57709  
(605) 341-2580  
**Inquiry #318**

**Delta Research**

P.O. Box 1051  
San Rafael, CA 94915  
(415) 485-6867  
**Inquiry #319**

**Designing Minds, Inc.**

3006 N. Main  
Logan, UT 84321  
(801) 752-2500  
**Inquiry #320**

**Designlab**

P.O. Box 419  
Owego, NY 13827  
(607) 687-5740  
**Inquiry #321**

**DesignTech Business System**

850 Burrard St., Suite 304  
Vancouver, BC,  
Canada V6Z 2J1  
(604) 669-1855  
**Inquiry #322**

**DevWare, Inc.**

10474 Rancho Carmel Drive  
San Diego, CA 92128  
(619) 673-0759  
**Inquiry #323**

**Diemer Development**

12814 Landale St.  
Studio City, CA 91604  
(818) 762-0804  
**Inquiry #324**

**Digiscape Software**

P.O. Box 113058  
Carrollton, TX 75011-3058  
(214) 241-9891  
**Inquiry #325**

**DigiSoft**

12 Dinmore Street  
Moorooka, Brisbane, Queensland  
Australia 4105  
(617) 277-3255  
**Inquiry #326**

**Digital Animation Productions**

79 Mt. Vernon Street  
Boston, MA 02108  
(617) 720-2038  
**Inquiry #327**

**Digital Concepts**

43035 Hayes Road, Suite 229  
Sterling Heights, MI 48078  
(313) 772-1416  
**Inquiry #328**

**Digital Creations**

1333 Howe Ave. #208  
Sacramento, CA 95825  
(916) 344-4825  
**Inquiry #329**

**Digital Dynamics**

739 Navy Street  
Santa Monica, CA 90405  
(213) 396-9771  
**Inquiry #330**

**Digital Solutions, Inc.**

P.O. Box 345 Station A  
Willowdale, Ontario,  
Canada M2N 5S9  
(416) 731-8775  
**Inquiry #331**

**Digital Wizards, Inc.**

9307 Carlton Hills Blvd.  
Santee, CA 92071  
(619) 449-1281  
**Inquiry #332**

**DigitalArts/257**

1033 Peachtree Street N.E.  
Atlanta, GA 30309  
**Inquiry #333**

**DigiTek Software**

8910 N. Dale Mabry Executive Center,  
Suite #37  
Tampa, FL 33614  
(813) 933-8023  
**Inquiry #334**

**Discovery Software**

163 Conduit St.  
Annapolis, MD 21401  
(301) 268-9877  
**Inquiry #335**

**dissidents**

730 Dawes Ave.  
Utica, NY 13502  
(315) 797-0343  
**Inquiry #336**

**Dr. T's Music Software, Inc.**

220 Boylston St. #306  
Boston, MA 02167  
(617) 244-6954  
**Inquiry #337**

**Dynamics**

741 East St., Suite 305  
Woodland, CA 95695  
(916) 662-9591  
**Inquiry #338**

**Eagle Tree Software**

P.O. Box 164  
Hopewell, VA 23860  
(804) 452-0623  
**Inquiry #339**

**EaseWare**

11160F South Lakes Drive, Suite 305  
Reston, VA 22091  
(617) 237-2148  
**Inquiry #340**

**East/West Software**

73 Loma Lane  
Suffern, NY 10901  
(914) 627-2831  
**Inquiry #341**

**Easy Script**

10006 Covington Drive  
Huntsville, AL 35803  
(205) 881-6297  
**Inquiry #342**



**ECE Research & Development**

1651 N. Monroe St.  
Tallahassee, FL 32303  
(904) 681-0786  
**Inquiry #343**

**Eclipse Data Management**

511 West Glen Oaks Blvd. Ste. 345  
Glendale, CA 91202  
(818) 243-0313  
**Inquiry #344**

**ECT Sample Ware**

P.O. Box 36  
Sierra Madre, CA 91024  
(818) 355-8819  
**Inquiry #345**

**Elan Design**

P.O. Box 31725  
San Francisco, CA 94131  
(415) 621-8673  
**Inquiry #346**

**Electronic Arts**

1820 Gateway Drive  
San Mateo, CA 94404  
(800) 245-4525; in CA (415) 571-7171  
**Inquiry #347**

**Elipsys**

1997 Mayflower Drive  
Woodbridge, VA 22192  
(703) 490-8157  
**Inquiry #348**

**Emerald Intelligence**

3915 Research Park Drive, Suite A1  
Ann Arbor, MI 48108  
(313) 663-8757  
**Inquiry #349**

**EPYX**

600 Galveston Drive, Box 8020  
Redwood City, CA 94063  
(415) 366-0606  
**Inquiry #350**

**Eraware**

P.O. Box 10832  
Eugene, OR 97440  
(503) 345-9178  
**Inquiry #351**

**Ergotron**

3450 Yankee Drive, Suite 100  
Eagan, MN 55121  
(800) 888-8458; (612) 452-8135  
**Inquiry #352**

**Erisian Software Products**

132 Cedar Dunes  
New Smyrna Beach, FL 32069  
(904) 423-3949  
**Inquiry #353**

**Escape Sequence, Inc.**

P.O. Box 1101  
Troy, NY 12180  
(518) 274-1547  
**Inquiry #354**

**Ethos Development**

3617 Lawson Blvd.  
Delray Beach, FL 33445  
(407) 496-0843  
**Inquiry #355**

**Eurosoft International Inc.**

70 Woodfin Place, Suite 400  
Asheville, NC 28801  
(704) 255-7590  
**Inquiry #356**

**Expansion Technologies**

44862 Osgood  
Fremont, CA 94539  
(415) 656-2890  
**Inquiry #357**

**Express-Way Software, Inc.**

P.O. Box 10290  
Columbia, MO 65205-4005  
(314) 474-2984  
**Inquiry #358**

**Eyeful Tower Communications/Earful**

**Tower Productions**  
15 Rocydale  
Bristol, VT 05443  
(802) 453-4293  
**Inquiry #359**

**EZSoft**

21125 Chatsworth St.  
Chatsworth, CA 91311  
(818) 341-8681  
**Inquiry #360**

**First Byte Inc.**

Distributed by Electronic Arts  
**Inquiry #361**

**First Row Software Publishing**

3624 Market St.  
Philadelphia, PA 19104  
(215) 662-1400  
**Inquiry #362**

**Flight Training Devices**

P.O. Box 91723  
Anchorage, AK 99509  
(907) 276-6719 (Before 11 A.M. EST)  
**Inquiry #363**

**Focal Press**

80 Montvale Ave.  
Stoneham, MA 02180  
(800) 544-1013  
**Inquiry #364**

**For Art's Sake**

2455 Volusia Ave. #206  
Daytona Beach, FL 32114  
(904) 252-6442  
**Inquiry #365**

**Free Spirit Software, Inc.**

P.O. Box 129, 58 Noble St.  
Kutztown, PA 19530  
(215) 683-5609  
**Inquiry #366**

**Frog Peak Music**

P.O. Box 9911  
Oakland, CA 94613  
(415) 485-6867  
**Inquiry #367**

**FTL Games**

6160 Lusk Blvd. C-206  
San Diego, CA 92121  
(619) 453-5711  
**Inquiry #368**

**Fuller Computer Systems**

P.O. Box 92222  
Mesa, AZ 85214  
(602) 835-5018  
**Inquiry #369**

**Future Computer Applications**

P.O. Box 6140  
Santa Fe, NM 87502  
(505) 984-0774  
**Inquiry #370**

**Generic News Magazine**

1729 Manitoba Circle  
Corona, CA 91720  
(714) 737-3760  
**Inquiry #371**

**GENie**

General Electric Information Services  
(800) 638-9636  
**Inquiry #671**

**GENP**

37 Charles St.  
Cheltenham, Victoria 3192,  
Australia  
in Australia (03) 584-2765  
int. 61-3-584-2765  
**Inquiry #372**

**Geodesic Publications**

P.O. Box 956068  
Duluth, GA 30136  
(404) 822-0566  
**Inquiry #373**

**Gfx Base**

1881 Ellwell Drive  
Milpitas, CA 95035  
(408) 262-1469  
**Inquiry #374**

**Gimpel Software**

3207 Hogarth Lane  
Collegeville, PA 19426  
(215) 584-4261  
**Inquiry #375**

**Giraffe-X Desktop Publishing**

1826 Divisadero Street  
San Francisco, CA 94114  
(415) 567-5780  
or 346-9166  
**Inquiry #376**

**Glacier Technologies**

P.O. Box 1309, Elevator Way,  
Terminal 2  
Vancouver, WA 98661  
(206) 694-1539  
**Inquiry #377**

**Gladstone Productions**

7744 Pickering Ave.  
Whittier, CA 90602  
(213) 696-3372  
**Inquiry #378**

**Gold Disk, Inc.**

P.O. Box 789  
Stratfordville Ontario,  
Canada L5M 2C2  
(416) 828-0913  
**Inquiry #379**

**Golden Hawk Technology**

427-3 Amherst Street,  
Suite 389  
Nashua, NH 03063  
(603) 424-0269  
**Inquiry #380**

**Gramma Software**

17730 15th Avenue NE,  
Suite 223  
Seattle, WA 98155  
(206) 363-6417  
**Inquiry #381**

**Graphic Design Studio**

417 Transcontinental Drive  
Metairie, LA 70001  
(504) 455-0341  
**Inquiry #382**

**Graphic Expressions**

P.O. Box 110028  
Nutley, NJ 07110  
(201) 661-0408  
**Inquiry #383**

**Great Cover-ups**

P.O. Box 751  
Oregon City, OR 97045  
(503) 655-0602  
**Inquiry #384**

**Great North Publications**

2814 Third Street North  
St. Cloud, MN 56303  
(612) 251-8312  
**Inquiry #385**

**Great Valley Products**

225 Plank Ave.  
Paoli, PA 19301  
(215) 889-9411  
**Inquiry #386**

**Haitex Resources**

208 Carrollton Park, Suite 1207  
Carrollton, TX 75006  
(214) 241-8030  
**Inquiry #387**

**Hammond Photographic Services**

11280 Washington Place  
Culver City, CA 90230  
(213) 390-3010  
**Inquiry #388**

**Hash Enterprises**

2800 E. Evergreen Blvd.  
Vancouver, WA 98661  
(206) 693-7443  
**Inquiry #389**

**HC Software Australia**

GPO Box 2204  
Adelaide 50001, Australia  
(08) 344-6897  
**Inquiry #390**

**HHT Electronics**

2477 N. 450 W.  
Harrisville, UT 84404  
(801) 782-1841  
**Inquiry #391**



**HI-Tech Graphics**

P.O. Box 446  
Tallmadge, OH 44278  
(216) 633-7966  
**Inquiry #392**

**Hilton Android**

P.O. Box 7437  
Huntington Beach, CA 92615  
(714) 963-4584  
**Inquiry #393**

**Hokianga Software**

P.O. Box 67  
Rawene, Hokianga,  
New Zealand 0473  
(int) +64 887 57761  
**Inquiry #394**

**Hologramophone Research**

331 East 14th Street,  
Suite 4B  
New York, NY 10003  
(212) 529-8845  
**Inquiry #395**

**Howard W. Sams & Co., Inc.**

11711 N. College Ave.  
Carmel, IN 46032  
(317) 573-2500 office  
(800) 247-5755 orders  
**Inquiry #396**

**Iconoclassic Software, Inc.**

P.O. Box 31323  
Richmond, VA 23294  
(804) 273-0312  
**Inquiry #397**

**Ideal Hardware Ltd.**

3rd Floor Low Rise,  
Tolworth Tower  
Surbiton, Surrey,  
KT6 7EL England  
01 390 1211  
**Inquiry #398**

**IDG Communications**

80 Elm St.  
Peterborough, NH 03458  
(603) 924-4061  
**Inquiry #399**

**Image Tech**

9276 Adelphi Rd,  
Suite 102  
Adelphi, MD 20783  
(301) 439-1151  
**Inquiry #400**

**ImageSet**

555 19th St.  
San Francisco, CA 94107  
(415) 626-8366  
**Inquiry #401**

**Impulse, Inc.**

6870 Shingle Creek Parkway #112  
Minneapolis, MN 55430  
(612) 566-0221  
**Inquiry #402**

**Incognito Software**

34158 Warren,  
Suite 149  
Westland, MI 48185  
(313) 462-2148  
**Inquiry #403**

**Infinity Software**

1144 65th St.,  
Suite C  
Emeryville, CA 94608  
(415) 420-1551  
**Inquiry #404**

**Infocom**

125 Cambridge Park Drive  
Cambridge, MA 02140  
(415) 329-0500  
**Inquiry #405**

**Inforite Corporation**

1670 Amphlette Blvd., Ste. 201  
San Mateo, CA 94402  
(415) 571-8766  
**Inquiry #406**

**Inkwell Systems**

1050 R-Pioneer Way  
El Cajon, CA 92020-1943  
(619) 440-7666  
**Inquiry #407**

**Inner Circle Software**

P.O. Box 486  
Northboro, MA 01532  
BBS# (508) 393-3875  
**Inquiry #408**

**InnerPrise Software, Inc.**

128 Cockeysville Road  
Hunt Valley, MD 21030  
(301) 785-2266  
**Inquiry #409**

**InnoVision Technology**

1933 Davis St., Ste. 238  
San Leandro, CA 94577  
(415) 638-8432  
**Inquiry #410**

**Inovatronics, Inc.**

8499 Greenville Ave., Ste. 209B  
Dallas, TX 75231  
(214) 340-4991  
**Inquiry #411**

**Inset Systems**

71 Commerce Drive  
Brookfield, CT 06804  
(203) 775-5866  
**Inquiry #412**

**Intelligent Music**

116 North Lake Ave.  
Albany, NY 12206  
(800) 344-2086; (518) 434-4110  
**Inquiry #413**

**Interactive Microsystems**

P. O. Box 1446  
Haverhill, MA 01831  
(508) 372-0400  
**Inquiry #414**

**Interactive Softworks**

2521 S. Vista Way, Suite 254  
Carlsbad, CA 92008  
(619) 434-5327  
**Inquiry #415**

**Interactive Video Systems**

11612 Knott Ave., Ste. 13  
Garden Grove, CA 92641  
(714) 890-7040  
**Inquiry #416**

**InterCore Development Systems**

7 Doverhill Drive  
Nesconset, NY 11767  
(516) 361-8628  
**Inquiry #417**

**Interstel**

Distributed by Electronic Arts  
**Inquiry #418**

**INTOUCH TUTORIALS**

3001 Red Hill Avenue, Building 6,  
Suite 108  
Costa Mesa, CA 92626  
(714) 546-4814  
**Inquiry #419**

**Intracorp, Inc.**

14160 S.W. 139th Court  
Miami, FL 33186  
(800) 468-7226  
**Inquiry #420**

**Intuitive Technologies**

2700 Garden Road, Suite 6  
Monterey, CA 93940  
(408) 646-9260  
**Inquiry #421**

**ISD Marketing**

2651 Johns St. Unit 3  
Markham, Ontario,  
Canada L3R 2W5  
(416) 479-1991  
**Inquiry #422**

**ISM, Inc.**

P.O. Box 247  
Phoenix, MD 21131  
(301) 527-1988  
**Inquiry #423**

**JDK Images/Shereff Systems**

15075 SW Koll Pkwy., Ste. G,  
Beaverton, OR 97006  
(503) 626-2022  
**Inquiry #424**

**Jenday Software**

P.O. Box 4313  
Garden Grove, CA 92642  
(714) 636-3378  
**Inquiry #425**

**Jet Technology**

16 Pembroke Road  
Weston, MA 02193  
(617) 239-8383  
**Inquiry #426**

**JMH Software**

7200 Hemlock Lane  
Maple Grove, MN 55369  
(612) 424-5464  
**Inquiry #427**

**Joe's First Company**

208 Glenayr Road  
Toronto, Ontario,  
Canada M5P 3C3  
(800) 387-8967; (416) 322-6119  
**Inquiry #428**

**John 1:1 Graphics**

P.O. Box 316  
Bellflower, CA 90706  
**Inquiry #429**

**Joyce I. Peck**

P.O. Box 1051  
Qualicum Beach, BC,  
CANADA V0R 2T0  
(604) 752-3364  
**Inquiry #430**

**JumpDisk**

1493 Mountain View Ave.  
Chico, CA 95926  
(916) 343-7658  
**Inquiry #431**

**Kara Computer Graphics**

6365 Green Valley Circle # 317  
Culver City, CA 90230  
(213) 670-0493  
**Inquiry #432**

**Karl R. Denton Associates**

P.O. Box 56  
Westland, MI 48185  
(313) 522-0939  
**Inquiry #433**

**KarmaSoft**

P.O. Box 1034  
Golden, CO 80402  
(303) 277-1241  
**Inquiry #434**

**Ketek, Inc.**

P.O. Box 203, Oakdale Hall A101  
Oakdale, IA 52319  
(319) 338-7123  
**Inquiry #435**

**Keypunch Software**

1221 Pioneer Building  
St. Paul, MN 55101  
(612) 292-1490  
**Inquiry #436**

**KFS Software, Inc.**

P.O. Box 107  
Largo, FL 34649  
(813) 584-2355  
**Inquiry #437**

**King Publishing**

921-32nd Street  
Sioux City, IA 51104  
(712) 252-4604  
**Inquiry #438**

**Kinson Products Corporation**

484 Sunrise Highway  
Rockville Centre, NY 11570  
(800) 433-6224; (516) 763-1025  
**Inquiry #439**

**Kline-Tronics**

10 Carlisle Ct.  
York, PA 17404  
(717) 764-4205  
**Inquiry #440**

**Knowledgeware**

P.O. Box 2292  
Paso Robles, CA 93447  
(805) 238-5233  
**Inquiry #441**

(continued on page 188)



# AC's GUIDE To The Commodore AMIGA®

## Product Listing Format

Please fill out one form for each product or service.

### Company Name

please make sure your company name is complete (Inc., Ltd., etc.) and use caps only where actually used in your name.

### Address

### Telephone

### Product Name

please make sure your product name is complete and use caps only where actually used in your name.

### List Price

### Available Now?

### If not, when?

Please circle the appropriate category

#### Hardware

Accelerators	Input devices
Bridgeboards & Emulation Hardware	Graphics Tablet
Cables	Keyboards
Chips	Mouses
Clocks	Touch Screens
Computer Systems	Memory Expansion
Drives	Modems
Education	Monitors
Entertainment	Port Expansion
Expansion Chassis	Printers
Expansion Memory	Scientific Digitizers & Controllers
Experimental	Sound & Music
Graphics	Switchers
Home Security	Transputers
	Video

#### Books

#### Accessories

#### Services

#### Audiotapes

#### Videotapes

#### Software

Business & Home	Programming
Productivity	Public Domain
Accounting	Utilities
Databases	Word Processing
Finance	Miscellaneous
Forms	AI
Integrated packages	Authoring Sys.
Planning	Interfaces for the Blind
Statistical Analysis	Calendars
Spreadsheets	Cooking
General	Disk Catalogs
DeskTop Publishing	Disk Publications
DeskTop Video	Engineering
Education	Gambling
Entertainment	Geneology
Graphic Arts	Home Security
3D	Networking
Animation	Religion
Artworks	Stat. Analysis
CAD	Telecomm.
Paint	Tutorials
Music	

### Description



# AMIGA Developers: Are You Accounted For?

**AC's Guide to the Commodore Amiga** has defined the Amiga marketplace. In the seven months since our first **Guide**, we have collected over 500 new product listings. We have gone that extra mile to try to make this **Guide** as complete as possible. AC remains the only organization in the world even **attempting** a complete, stand-alone Amiga product guide. However, we cannot, produce this **Guide** without you. If you make an Amiga product, be it software, hardware, book, tape or accessory, let us know. You can depend on **AC's Guide** to tell the world!

As this issue went to press, we immediately began preparations for our **Winter Guide**. Through the next few months, we will once again be working to produce this incredible resource for the Amiga community.

The question is; are you in the **Guide**? For tens of thousands of present and potential Amiga owners your products don't exist unless they are listed in the **Guide**. Don't wait for us to contact you. Check your listings today! Are your entries complete and accurate? Have you created new Amiga products not listed, or, by some chance, is your product missing? If so, please do not hesitate, contact us immediately.

Any time you announce a new Amiga product, please inform us immediately. This will insure that your company and your products will continue to get the exposure they deserve.

**AC' Guide to the Commodore Amiga** is now being published three times a year. With our Fall, Winter and Spring editions, we will continue to chronicle the ever-expanding and the ever-exciting Amiga Marketplace. With your assistance, **AC's Guide to the Commodore Amiga** will remain a 100% accurate resource.

Send your product descriptions to:

*Amazing Computing Product Guide*

Attn: Karen Donnelly-Solomon

P.O. Box 869

Fall River, MA 02722

(508) 678-4200

FAX (508) 675-6002

P.S. If you want your free listing in the **Guide** to

**STAND OUT**

contact our advertising department.

## Don't Miss Out Next Time



(continued from page 185)

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Buffalo Grove, IL 60089-4510  
(312) 215-5111  
**Inquiry #442**

**Konyo International, Inc.**

1073 North Batavia Street, Suite B  
Orange, CA 92667  
(800) 356-5178; (714) 633-5339  
**Inquiry #443**

**Kurta**

3007 East Chambers  
Phoenix, AZ 85040  
(602) 276-5533  
**Inquiry #444**

**Lake Forest Logic, Inc.**

28101 Ballard Road, Unit E  
Lake Forest, IL 60045  
(312) 816-6666  
**Inquiry #445**

**Lamplighter Software, Inc.**

P.O. Box 203  
Oakdale, IA 52319  
(313) 338-7123  
**Inquiry #446**

**LateNight Developments Corp.**

#202-306 Burnside Road West  
Victoria, British Columbia,  
Canada V8Z 1M1  
(604) 380-3032  
**Inquiry #447**

**Lattice, Incorporated**

2500 S. Highland Avenue  
Lombard, IL 60148  
(800) 444-4309; (312) 916-1600  
**Inquiry #448**

**Lee Software**

P.O. Box 742644  
Dallas, TX 75374  
(214) 530-2864  
**Inquiry #449**

**Lightning Publishing**

1821 N. Ohio St.  
Arlington, VA 22205  
(703) 534-8030  
**Inquiry #450**

**Lionheart Press, Inc.**

P.O. Box 379  
Albany, VT 05440  
(514) 933-4918  
**Inquiry #451**

**Logical Design Works, Inc.**

780 Montague Expwy., #403  
San Jose, CA 95131  
(408) 435-1445  
**Inquiry #452**

**LogiComp Software**

4010 Woods Blvd.  
Lincoln, NE 68502  
(402) 423-6768  
**Inquiry #453**

**Luxury Art, Inc.**

P.O. Box 18172  
Washington, DC 20036  
(703) 765-8726  
**Inquiry #454**

**M.A.S.T. Memory and Storage Technology, Inc.**

3881 Benatar Way  
Chico, CA 95928  
(916) 342-6278  
**Inquiry #455**

**M2S, Inc.**

P.O. Box 550279  
Dallas, TX 75355  
(214) 340-5256  
**Inquiry #456**

**Madrigal Residential Designs**

P.O. Box 2292/1635 Manzanita Ave.  
Santa Rosa, CA 95405  
(707) 539-5675  
**Inquiry #457**

**Magicircle Software**

5628 Hampshire Lane, Suite 203  
Virginia Beach, VA 23462  
(804) 671-9050  
**Inquiry #458**

**Magnetic Images Co.**

P.O. Box 17422  
Phoenix, AZ 85011  
(602) 265-7849  
**Inquiry #459**

**Magnetic Music**

Rd 5, Box 227A Myrtle Dr.  
Mahopac, NY 10541  
(914) 248-8208  
**Inquiry #460**

**Magni Systems, Inc.**

9500 SW Gemini Drive  
Beaverton, OR 97005  
(800) 624-6465; (503) 626-8400  
**Inquiry #461**

**Manx Software Systems**

P.O. Box 55  
Shrewsbury, NJ 07702  
(800) 221-0440  
**Inquiry #462**

**Mark of the Unicorn**

222 Third St.  
Cambridge, MA 02142  
(617) 576-2760  
**Inquiry #463**

**Mastertronic International**

711 West 17th St., Unit G9  
Costa Mesa, CA 92627  
(714) 833-8710  
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953 Mt. View Dr., Suite 113  
LaFayette, CA 94549  
(415) 376-6434  
**Inquiry #465**

**McLEAN Simulations**

1343 RT. 163  
Oakdale, CT 06370  
(203) 446-3566  
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**MCP Associates**

P.O. Box 6260 Dept. AC  
L.I.C., NY 11106  
(718) 956-9000  
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**Mediagenic**

3885 Bohannon Dr.  
Menlo Park, CA 94025  
(415) 329-0800  
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**MegaMem**

1903 Adria  
Santa Maria, CA 93454  
(805) 349-1104  
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**Megatronics**

1094 N. Main Street  
Logan, UT 84321  
(800) 232-6342; (801) 752-2642  
**Inquiry #470**

**Meggido Enterprises**

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(714) 683-5666  
**Inquiry #471**

**Melbourne House**

Distributed by Mastertronic International  
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**Meridian**

9361 W. Brittany Ave.  
Littleton, CO 80123  
(303) 979-4140  
**Inquiry #473**

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26 Portland Square  
Bristol, BS2 8RZ,  
United Kingdom  
+44-272-428781  
**Inquiry #474**

**Metadigm, Inc.**

19762 MacArthur Blvd., Suite 300  
Irvine, CA 92715  
(714) 955-2555  
**Inquiry #475**

**Metran Technology**

P.O. Box 82538  
Tampa, FL 33682  
(813) 530-9519  
**Inquiry #476**

**Michigan Software**

43345 Grand River  
Novi, MI 48050  
(313) 348-4477  
**Inquiry #477**

**MichTron/Microdeal**

576 S. Telegraph  
Pontiac, MI 48053  
(313) 334-5700; (313) 334-8729  
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**Micro Entertainment**

14 Wisteria Way  
South Portland, ME 04106  
(800) 255-5217;  
in Maine, (207) 767-2664  
**Inquiry #479**

**Micro Magic**

261 Hamilton # 320C  
Palo Alto, CA 94301  
(415) 327-9107  
**Inquiry #480**

**Micro Momentum, Inc.**

P.O. Box 372  
Washington Depot, CT 06794  
order phone (800) 448-7421  
**Inquiry #481**

**MicroSystems International**

1143 Monroe Street  
Carleton, MI 48117  
(313) 654-8402  
**Inquiry #482**

**Micro-Systems Software**

12798 Forest Hill Blvd., Suite 202  
West Palm Beach, FL 33414  
(407) 790-0770 technical  
(407) 790-0772 assistance  
**Inquiry #483**

**MicroBotics, Inc.**

811 Alpha Drive, Suite 335  
Richardson, TX 75081  
(214) 437-5330  
**Inquiry #484**

**MicroEd**

P. O. Box 24750  
Edina, MN 55424  
(612) 929-2242  
**Inquiry #485**

**Microillusions**

17408 Chatsworth St.  
Granada Hills, CA 91344  
(818) 360-3715; fax (818) 360-1464  
**Inquiry #486**

**MicroMaster, Inc.**

1289 Brodhead Rd.  
Monaca, PA 15061  
(412) 775-3000  
**Inquiry #487**

**Micron Technology, Inc.**

2805 E. Columbia Rd.  
Boise, ID 83706  
(800) MICRON-1; (208) 386-3800  
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**Micropolis Corporation**

21211 Nordhoff Street  
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(818) 718-5555  
**Inquiry #489**

**MicroProse Software, Inc.**

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Hunt Valley, MD 21030  
(301) 771-1151  
**Inquiry #490**

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(713) 988-2818  
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**Inquiry #492**



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Kingston, MA 02364  
(508) 746-7341  
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(915) 591-7905  
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**Mimetics Corporation**  
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Cupertino, CA 95015  
(408) 741-0117  
**Inquiry #496**

**Mindscape, Inc.**  
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Northbrook, IL 60062  
(312) 480-7667  
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**Mindware International**  
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Canada L4M 5R3  
(705) 737-5998  
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**MJ Systems**  
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Madison, WI 53711-3118  
(800) 448-4564  
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**MKSoft Development**  
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(313) 646-9645  
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**Moniterm**  
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(612) 935-4151  
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**Moonlight Development**  
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Decatur, IL 62521  
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**Mr. Horan's Computer Lab**  
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Louisville, KY 40243  
(800) 274-8446  
**Inquiry #503**

**Mueller Visual Productions**  
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(800) 255-2255  
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**Mullen Graphics**  
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(213) 434-0115  
**Inquiry #505**

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Methuen, MA 01844  
(508) 688-0599  
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(503) 246-9311  
**Inquiry #507**

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(916) 624-1436  
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**New Horizons Software, Inc.**  
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(512) 328-6650  
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**NewTek**  
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(313) 771-4465  
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England CB5 9HW  
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(612) 827-2766  
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**Inquiry #517**

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Milwaukee, WI 53217  
(414) 332-1818  
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**Opcode Systems**  
1024 Hamilton Ct.  
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(415) 321-8977  
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**Origin Systems Inc.**  
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(603) 644-3360  
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**OTG Software**  
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Fort Worth, TX 76102  
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**OXXI, Inc.**  
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(213) 427-1227  
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**Pacific Peripherals**  
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Fremont, CA 94539  
(415) 651-1905  
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**Palomax, Inc.**  
424 Moreboro Road  
Hartboro, PA 19040  
(215) 672-6815  
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**Pangolin Laser Software**  
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Arlington, VA 22201  
(703) 527-4880  
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**PAR Software**  
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Vancouver, WA 98666  
(206) 694-1539  
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**Paragon Software Corporation**  
600 Rugh St.  
Greensburg, PA 15601  
(412) 838-1166  
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**PCM Industries**  
P.O. Box 5772  
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(214) 660-4780  
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**PDJ Software**  
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Marlton, NJ 08053  
(609) 596-8991  
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**Peacock Systems, Inc.**  
2108-C Gallows Road  
Vienna, VA 22180  
(800) 346-3038; (703) 847-1743  
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**Pecan Software Systems, Inc.**  
1410 39th St.  
Brooklyn, NY 11218  
(718) 851-3100  
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**Philadelphia Video Lab, Inc.**  
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Software (800) 333-0013  
Services (215) 664-4955  
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**Phoenix Electronics, Inc.**  
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**Pigeon Music**  
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Colorado Springs, CO 80915  
(818) 505-1077  
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**Pixelations**  
P.O. Box 547  
Northboro, MA 01532  
(508) 393-7866  
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Red Hook, NY 12571  
(914) 758-2637  
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Batavia, IL 60510  
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**Inquiry #538**

**Polarware Software**  
13635 Gamma Road  
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(214) 385-2353  
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**Polyglot Software**  
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(208) 375-3741  
**Inquiry #540**

**Poole Creek Software**  
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Canada K0A 3G0  
(613) 836-1645  
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**Poor Person Software**  
3721 Starr King Circle  
Palo Alto, CA 94306  
(415) 493-7234  
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**Practical Solutions, Inc.**  
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Tucson, AZ 85716  
(602) 322-6100  
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Chicago, IL 60631  
(312) 775-0816  
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27 Hutchings Court N.E.  
Medicine Hat, Alberta,  
Canada T1C1G3  
(403) 526-4765  
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**Pre'spect Technics, Inc.**

P.O. Box 670 Station H  
Montreal, Quebec,  
Canada H3G 2M6  
(514) 954-1483  
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**Precision Incorporated**

8404 Sterling St., Suite A  
Irving, TX 75063  
(214) 929-4888  
**Inquiry #547**

**Pregnant Badger Music**

10010 Biscanewoods Way  
Sacramento, CA 95827  
(916) 361-8217  
**Inquiry #548**

**Premier Software**

P.O. Box 3782  
Redwood City, CA 94064  
(415) 364-4696  
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**Pro-Tronic Systems Ltd.**

720 6th Street, #227  
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Canada V3L 3C5  
(604) 290-1631  
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**Progressive Peripherals  
& Software**

464 Kalamath St.  
Denver, CO 80204  
(303) 825-4144  
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**Prolific, Inc.**

1808 W. Southgate Ave.  
Fullerton, CA 92633  
(714) 447-8792  
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Addison, IL 60101  
(312) 620-4444  
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**PVS Publishing/Shereff Systems**

15075 SW Koll Parkway, Suite G  
Beaverton, OR 97006  
(503) 626-2022  
**Inquiry #554**

**Quality Business Systems**

P.O. Box 805  
Hudson, MA 01749  
(800) 225-5800  
**Inquiry #555**

**Quelo, Inc.**

2464 33rd Ave W., Suite 173  
Seattle, WA 98199  
(206) 782-3371  
**Inquiry #556**

**Queue, Inc.**

562 Boston Ave.  
Bridgeport, CT 06610  
(800) 232-2224; (203) 335-0908  
**Inquiry #557**

**R & DL Productions**

11-24 46th Avenue, 2A  
Long Island City, NY 11101  
(718) 392-4090  
**Inquiry #558**

**Radical Eye Software**

P.O. Box 2081  
Stanford, CA 94309  
(415) 326-5312  
**Inquiry #559**

**RainBird Software**

P.O. Box 2227  
Menlo Park, CA 94026  
(415) 322-3995  
**Inquiry #560**

**Rainbows Edge Productions**

4412 4th Ave.  
Brooklyn, NY 11220  
(718) 965-1922  
**Inquiry #561**

**ReadySoft, Inc.**

30 Wertheim Court, Unit 2  
Richmond Hill, Ontario,  
Canada L4B 1B9  
(416) 731-4175  
**Inquiry #562**

**RGB Video Creations**

2574 PGA Blvd., Suite 104  
Palm Beach Gardens, FL 33410  
(305) 622-0138  
**Inquiry #563**

**Ricoh Corporation**

Five Dedrick Place  
West Caldwell, NJ 07006  
(201) 882-2000  
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**Rittinghouse Software Development  
Company**

RR 2, Box 62  
Parker, SD 57053  
(605) 342-6229  
**Inquiry #565**

**RockLogic**

P.O. Box 22  
Slippery Rock, PA 16057  
(412) 794-5243  
**Inquiry #566**

**Ronin Research  
And Development**

P.O. Box 1093  
Alameda, CA 94501  
(415) 769-9325  
**Inquiry #567**

**RSI**

1695 W. 7th Avenue  
Vancouver, BC,  
Canada V6J 1S4  
(604) 737-7930  
**Inquiry #568**

**RTL Programming Aids**

10844 Deerwood SE  
Lowell, MI 49331  
(616) 897-5672  
**Inquiry #569**

**S. Anthony Studios**

889 De Haro St.  
San Francisco, CA 94107  
(415) 826-6193  
**Inquiry #570**

**S.P.O.C.**

P.O. Box 299  
Kiowa, OK 74553  
(918) 432-5774  
**Inquiry #571**

**Sassenrath Research**

387 North State Street, Suite 200  
Ukiah, CA 95482  
(707) 462-4878  
**Inquiry #572**

**Scorpion**

19 Harbor Drive  
Lake Hopatcong, NJ 07849  
(201) 663-0202  
**Inquiry #573**

**Scott, Foresman, & Co**

1900 Eastlake Ave.  
Glenview, IL 60025  
(312) 729-3000  
**Inquiry #574**

**Second Sight**

306 Arbor Drive  
Lexington, NC 27292  
**Inquiry #575**

**Second Source Systems, Inc.**

501 Business Parkway  
Richardson, TX 75081  
(214) 680-8394  
**Inquiry #576**

**Sedona Software**

11828 Rancho Bernardo Road  
San Diego, CA 92128  
(619) 451-0151  
**Inquiry #577**

**Sega**

Distributed by Mindscape Inc.  
**Inquiry #578**

**Semitech, Inc.**

Lakeview Commons, Suite 303  
146 South Lakeview Drive (Rt. 561)  
Gibbsboro, NJ 08026  
(800) 356-3759; (609) 346-9814  
**Inquiry #579**

**Seven Seas Software**

P.O. Box 411  
Port Townsend, WA 98360  
(206) 385-3771  
**Inquiry #580**

**Seymour-Radix**

P.O. Box 166055  
Irving, TX 75016  
(214) 255-7490  
**Inquiry #581**

**Sierra On-Line**

P.O. Box 485  
Coarsegold, CA 93614  
(800) 344-7448 orders only  
(209) 683-4468  
**Inquiry #582**

**Signs Etc. by D. Knox**

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(916) 944-0790; (916) 944-4282  
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**Silver Software**

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Bridgeport, CT 06610  
(203) 366-7775  
**Inquiry #584**

**SKE Software Company**

2780 Cottonwood Court  
Clearwater, FL 34621  
(813) 787-3111  
**Inquiry #585**

**Skyles Electric Works**

231E South Whisman Road  
Mountain View, CA 94041  
(800) 227-9998  
(415) 965-1735  
**Inquiry #586**

**Slide City**

6474 Highway 11  
Delcon Springs, FL 32130  
(904) 985-1103  
**Inquiry #587**

**Slipped Disk**

31044 John Road  
Madison Hgts., MI 48071  
(313) 583-9803  
**Inquiry #588**

**Soft Logik Corporation**

11131 S. Towne Square, Suite F  
St. Louis, MO 63123  
(314) 894-8608  
**Inquiry #589**

**Soft-Link, Inc.**

P.O. Box 304  
Coventry, RI 02816  
(401) 828-9304  
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## Index of Advertisers

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Advertiser	Page	Reader Service Number
ACDA	155	104
Aloha Fonts	92	172
Aloha Fonts	73	173
Amazing Computer Systems	75	105
AmiEXPO	25	115
Amigo Business Computers	154	161
Amigo Business Computers	153	162
AmiTech Computers	164	177
AROCK Computer Software	97	133
Benaiah Computer Products	126	151
Blue Ribbon Bakery	101	108
Blue Ribbon Bakery	109	111
Cape Fear Teleproductions, Inc.	162	174
Consultron	125	156
Creative Focus	95	141
Day's	165	171
E-Z Soft	127	193
FOR ART'S SAKE	90	167
GENie	23	103
Giraffe-X Desktop Publishing	163	166
Great Valley Products	CII	158
Hi-Tech Graphics	85	170
Joe's First Company	88	180
M.J. Systems	124	176
M.J. Systems	149	169
Micro Momentum, Inc.	4	125
Micro Systems Software	CIV	126
MicroBotics	11	109
MicroIllusions	7	150
Mindware International	1	175
Musicomp Technologies	104	159
Norris Software	123	157
Omnitek Computers International	69	136
One Byte	67	135
Pixelations	94	160
Poor Person Software	122	127
Practical Solutions	157	137
Pre'spect Technics	143	165
Radical Eye Software	93	152
Sedona Software	107	119
Software Advantage Consulting Corp.	108	131
Software Publishers Association	55	
Sunsmile Software	115	181
Tangent 270	34	153
The Bit Bucket	61	139
The Memory Location	45	107
The Picture Box	87	154
The Right Answers Group	83	144
Visual Aural Animation	158	155

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# Freely Distributable Software

## The Fred Fish Collection

In our Amazing Computing Spring Product Guide 1989, we told the story of Fred Fish and his success as the main software anthologist for the Commodore Amiga. As someone who never rests on his laurels, Fred has released an additional seventy two disks in the past two hundred and twenty four days (roughly a disk every three days).

Fred is aided in this formidable task by the ever increasing support of the dedicated Amiga users who forward their newest additions to the Freely Distributable Software network. Every Amiga user owes a great deal of thanks to Fred and his supporters, for the access they have provided to better understand and implement the many tools available through the Commodore Amiga.

AC would like to thank these individuals by publishing their experiments and successes. If you have provided Amiga software into this network, please contact us. If you know of someone who has helped our common cause by offering their work, please ask them to call us. Through their experiences, we will all learn more.



### •Fred Fish Disk 1•

Released prior to March 1987

**amigademo** Graphical benchmark for comparing Amigas. Author: Charlie Heath (MicroSmiths)

**amigaterm** Terminal emulation program with xmodem upload/download capability. Author: Michael Mounier

**balls** Simulation of the "kinetic thingy" with balls on strings where only the end balls move (quick, can YOU come up with a better description?). Anyway, cute. Author: Perry Kivowitz

**colorful** Shows off use of bold-and-modify mode. Posted to usenet by Robert Pariseau.

**dhystone** Dhystone benchmark program. Author: Reinhold Weicker (Ada version) Rick Richardson (C version)

**dotty** Source to the "dotty window" demo on the Workbench disk. Posted to usenet by Dale Luck.

**freedraw** A small "paint" type program. Free drawing, boxes, filled boxes, etc. Author: Rick Ross

**gad** "Fun with Gadgets". Demonstration program for use of gadgets. Author: John Draper (aka "crunch")

**gfxmem** Graphical memory usage display program. Watch your machine's memory usage! Cute and useful. Author: Louis Mamakos

**halfbrite** Sample program that demonstrates "Extra-Half-Brite" mode on latter AMIGA's with new VLSI chip. Allows 64 colors in low-res mode, rather than 32. Posted to usenet by Robert Pariseau.

**hello** Demonstrates creation of a simple window, "hello world". Posted to usenet by Eric Lavitsky.

**latfpp** Shows how to access the Motorola Fast Floating Point library from Lattice C. Also demonstrates the tremendous speedup obtained. Author: Larry Hildenbrand

**palette** Sample program for designing color palettes. Author: Charlie Heath

**trackdisk** Demonstrates use of the trackdisk driver. Useful example of "raw" disk read/write. Author: Rob Peck

**requesters** Sample program and documentation for building and using requesters. John worked REAL hard to dig out all the information in this one! Author: John Draper (aka "crunch")

**speech** Sample speech demo program. Stripped down version of "speechtoy". Author: Rob Peck

**speechtoy** Another speech demo program. Cute. You have to see this one. Be sure to click gadget that pops up the face. Author: David Lucas

### •Fred Fish Disk 2•

Released prior to March 1987

**alib** Object module librarian. Author: Mike Schwartz

**cc** nix-like front end for Lattice C compiler. Author: Fred Fish

**dbug** acro based C debugging package. Machine independent. Provides function trace, selective printing of internal state information, and more. Author: Fred Fish

**make** Subset of "UNIX" make command. Useful, but does not have many of the features of the full make, much less the newer "augmented make". Author: Landon Dyer

**make2** Another make subset command. Author: Marc Mengel

**microemacs** Small, relatively portable version of emacs. Has keyboard macros. No extension language. Author: Dave Conroy

**portar** Portable archiver. Used to bundle text file up into a single file for transmission as a unit, or otherwise handling as a single file. "Portable" because the code itself is portable and because the archive format is very simple (uses ASCII headers to separate files). From Decus C distribution. Author: Martin Minow

**xrf** C cross reference utility. Originally from Decus C distribution. Author: Bob Denny

### •Fred Fish Disk 3•

Released prior to March 1987

**gothic** Gothic banner printer. Prints DOWN the page, rather than across, so arbitrarily long banners can be created. Send EOF (CTRL-A) to end input. From a Decus C distribution several years ago.

**roff** A "roff" type text formatter, roughly following "Software Tools" version. Somewhat upwardly compatible with UNIX "nroff" command. Author: Ken Yap

**ff** A very fast text formatter, controlled exclusively by command line arguments. Author: Gary Ferdinand & hordes of students





## The Fred Fish Collection

**forth** A highly portable forth implementation. Lots of goodies. Author: Allan Pratt

**xlisp** A nice little lisp implementation. Compiles and links ok, but something in the Lattice C setjmp/longjmp code prevents it from currently running. Might be easily fixed. Version 1.4 Author: David Betz

### •Fred Fish Disk 4•

Released prior to March 1987

**banner** Prints horizontal banner (across screen). From Decus C distribution of several years ago. Author: Unknown

**bgrep** Another grep like utility, also using the Boyer-Moore algorithm. Author: Roy Mongiovi and Arnold Robbins

**bison** A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. Compiles and links (with some effort) but currently crashes the machine. Needs work, but will probably be worth it. Author: Bob Corbett and Richard Stallman

**bm** A grep like utility using the Boyer-Moore algorithm. Author: Peter Bain

**grep** Decus grep (Get Regular Expression and Print). Useful for finding strings in files. Author: Unknown

**kermit** This is an absolutely ancient kermit, who's only saving grace is that it is small and quite portable. On the AMIGA, there is no connect mode, only send and receive. You must log into the remote machine via one of its local terminals and point its kermit at the appropriate serial line connected to the AMIGA. Author: Unknown, but it is so hacked up it doesn't matter by now.

**MyCLI** Another CLI for the AMIGA. Author: Mike Schwartz

**mandel** A Mandelbrot set program. Author: Robert French, with additions by RJ Mical

### •Fred Fish Disk 5•

It contains many of the programs, written by Commodore-Amiga people, that were included in FF1. However, the programs have been cleaned up so that they compile cleanly on the AMIGA, return resources allocated, etc. Released prior to March 1987.

**cons** Console device demo program with supporting macro routines. Author: Rob Peck

**freemap** Creates a visual diagram of free memory. Comes with custom icon so can be run from workbench screen. Author: Robert J. Mical

**input.dev** In combination with handler.interface.asm (supplied), lets a user trap keyboard or mouse events before they get to Intuition and if desired, install new (phony/ generated /other-devices-mouse-simulations) into the input stream. Handler.interface.asm is needed to convert the calling sequence performed by the input.task for the input stream management into something that a C program can understand. Author: Rob Peck 12/1/85

**joystick** Shows how to set up the gameport device as a joystick. Reports parameters received from joystick hooked to right port. Author: Rob Peck

**keyboard** Sample program to demonstrate direct communications with the keyboard. Author: Rob Peck

**layers** Shows use of the layers library, used by Intuition to create windows (layers handles all overlapping drawing areas and keeps things straight, sending to the back, bringing to the front, making larger/smaller, etc.) Author: Rob Peck

**mandelbrot** Latest and greatest mandelbrot program. New features include the ability to save images in "IFF" format, for reading into Deluxe Paint or other programs that use IFF. Also includes code from GraphiCraft to handle color palette and change colors at will. Many additions by RJ Mical. Author: Robert French

**mouse** Shows how to set up the gameport device as a mouse so that hooking up the mouse to the right port gives access to mouse information. Author: Rob Peck

**one.window** Produces a window with a console attached. Does graphics in the top half and limits the console activity to the lower half. Author: Rob Peck 12/18/85

**parallel** Demonstrates access to the parallel port. Author: Tom Pohorsky

**printer** Shows how to open and use a printer, does a screen dump of the workbench screen if there is a graphics-capable printer attached. Currently does not compile under Lattice C Ver3.02 and does not link under Lattice C Ver3.03. Author: Rob Peck 12/1/85

**print.support** Printer support routines. Currently won't compile, missing a header file "local.h". Author: unknown

**proctest** Sample code to create a process, set up message ports, pass messages, etc. Sample slave code for create process test (littleproc.c) currently does not link under either Lattice C 3.02 or 3.03 (unresolved global variables not in libraries) Author: Rob Peck

**region** Demonstrates how a drawing area can be split into linked rectangular regions. Draws a rectangle in a single playfield display, then draws "Behind a Fence" several times behind an apparent fence in the rectangle. Only works under Lattice Ver3.03. Author: Rob Peck

**samplefont** A sample font that produces clubs, hearts, spades, and diamonds as its four characters. Shows precisely what is contained in an Amiga font. Author: Unknown

**serial** Demonstrates access to the serial port. Requires an external terminal connected to the serial port. Author: Unknown

**singlePlayfield** Creates and displays a 320 by 200 by 2 bit plane single playfield display. Completely covers Intuition's display, but gives the system back at exit. Author: Rob Peck

**speechtoy** Latest and greatest version of Dave's cute speech demo program. Comes with custom icon so you can be run from a workbench screen. Author: Dave Lucas

**speech.demo** A much simplified version of speechtoy. Also includes exec support functions for extended IO requests, CreateExtIO to allocate and initialize a new IO request block and DeleteExtIO to free an extended IO request block Author: Rob Peck

**text.demo** Sample program that asks AvailFonts() to make a list of the fonts that are available, then opens a window and then prints a description of the various attributes that can be applied to the fonts, in the font itself. Previous versions were released as "whichfont". Author: Rob Peck

**timer** Simple timer example program. Includes dynamic allocation of data structures needed to communicate with the timer device, as well as the actual device IO. Author: Rob Peck

**trackdisk** Demonstrates use of trackdisk driver. Useful example of "raw" disk read/write. Author: Rob Peck

### •Fred Fish Disk 6•

Released prior to March 1987

**compress** Compress reduces the size of the named files using adaptive Lempel-Ziv coding. The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by Huffman coding (as used in "pack") or adaptive Huffman coding (as used in "compact"), and takes less time to compute. Great for saving disk space, or reducing transmission time over phone lines! Also includes "btoa" and "atob" for converting binary files to ASCII, and then back to binary (for transmission over links that do not support 8 bits). Author: Thomas Spencer, with improvements by others.

**dadc** A digital computer impersonating an analog clock impersonating a digital clock. Author: Perry S. Kivolowitz

**microemacs** An upgraded version of microemacs originally distributed on FF2. The new executable is about 25% larger. One enhancement is that some functions are now also bound to function keys. Author: Dave Conroy, with enhancements by Jack Roose.

**mult** Mult reads the input comparing adjacent lines. In the normal case, the second and succeeding copies of repeated lines are output, and the remainder of the lines are removed. Repeated lines must be adjacent in order to be found. Options are present to output the first of multiple lines, for comparing adjacent lines by field only, and for specifying the field separator character. Kind of the opposite of the UNIX "uniq" program. Author: Dennis

**scales** Demonstrates use of the Audio functions in the ROM to produce four voice sounds. It uses a simple waveform (sawtooth) with no amplitude control (ie, envelope) or frequency variation (ie, vibrato), but these can be easily implemented. Also includes considerable documentation on audio device. Author: Steven A. Bennett

**setparallel** Allows the CLI user to dynamically change any particular parallel port parameter. Author: Keith Stobie and Tom Pohor

**skynetserial** Allows the CLI user to dynamically change any particular serial port parameter. Author: Keith Stobie and Tom Pohorsky

**sortc** A quicksort based sort program, using separate driver and sort modules. Originally from a DECUS C distribution. Claims to be fast, but when operating entirely out of RAM takes 93 seconds to sort its input file, sort.c, while AmigaDOS's sort takes only 43 seconds under the same conditions Author: Dave Conroy, Martin Minow, and Ray Van Tassle

**stripc** Strips comments and extraneous whitespace from C source files. Useful for compacting the C header files to increase usable disk space. Author: Chris Metcalf

### •Fred Fish Disk 7•

Released prior to March 1987

**Hack** a port (executables only) of the popular UNIX game "Hack", courtesy of John Toebes, 120 H Northington Pl, Cary NC. 27511.



## •Fred Fish Disk 8•

Released prior to March 1987

**Hack** the source to "Hack", a popular UNIX game ported to the AMIGA by John Toebes.

## •Fred Fish Disk 9•

Released prior to March 1987

**moire** Draws moire patterns in black and white in a borderless backdrop window. Currently only runs with Lattice C version 3.02, when compiled with 3.03 crashes the system. Author: Scott Ballantyne

**MVP-FORTH** Mountain View Press Forth, version 1.00.03A. A shareware version of forth from Fantasia Systems. Runnable from the workbench, comes with icons and such. If you use this, you should send a contribution to Fantasia Systems / Mountain View Press.

**proff** Another text formatting program. This one is significantly more powerful than any of the others previously distributed on these disks.

**setlace** Program to toggle interlace mode on and off. When used with a black background, and amber or green characters, produces a nice CLI environment. Author: Bob Pariseau

**skewb** Not quite sure what this is supposed to be, it was downloaded from a BBS with no documentation. C'mon folks, at least put a three line description at the start of your programs! Author: Raymond S. Brand

**sparks** Graphics demo that draws a "moving pathway", adding to the front and removing from the tail (sure is hard to come up with verbal descriptions of these things!) Author: Scott Ballantyne

## •Fred Fish Disk 10•

Released prior to March 1987

**conquest** You control an interstellar empire, decide which star systems to explore, which planets to colonize, etc. The computer will also be building its own empire and competing with you for resources. The one with the greatest population at the end wins. Executable only, no source. Downloaded from Denver BBS. Author: Unknown, ported to Amiga by Rob Shimbo

**dehex** Simple little program to convert hex format file into a binary file. Reads lines of hex characters on stdin and writes 8 bit dehex'd bytes to stdout. Author: Fred Fish

**filezap** Patch program for any type of file. Executable only, no source available. Author: John Hodgson

**fixobj** Strip extraneous garbage off end of object files transferred with xmodem. Does not require pre-knowledge of actual file length, uses knowledge of Amiga file structure. Author: John Hodgson

**IFF** Routines to read and write IFF format files. Includes program to display IFF files made by DPaint. Also see the DPSlide program on disk 11. Author: Jerry Morrison, Steve Shaw, and Steve Hayes

**ld** I presume this stands for "list directory". Lists contents of specified directory or disk, using inverse video and colors to group objects by type. Author: Dave Haynie

**ls Minimal** Implementation of UNIX ls. Demonstrates use of UNIX style file name pattern matching code. Author: Rick Schaeffer

**sq.usq** Squeeze and unsqueeze, from the CPM world. Works, but "compress" from disk 6 runs almost twice as fast and produces even smaller files. Author: R. Greenlaw, Amiga port by Rick Schaeffer

**trek73** A Star Trek game. This one is just crying out to be Amigaized by some ambitious hacker. Authors: Many, see comment in main.c

**yachtc** Dice game. Author: Sheldon Leemon

## •Fred Fish Disk 11•

Released prior to March 1987

**dpslide** A slide show program for displaying graphic images which are in the IFF format, such as output from the Electronic Arts Deluxe Paint program. Allows the user to select the display time for each slide and the method of bringing the slide up to the screen, and then removing it. Double buffers images to improve smoothness of display. Author: Paul Biondo

**pictures** Miscellaneous DPaint and digitized pictures, in IFF format. Some are rated

## •Fred Fish Disk 12•

Note that this disk contains a number of programs apparently available only in executable form. I am not real happy with this trend, but I had no way of getting in contact with the authors who posted these programs to various BBS's to request source. I have no reason to believe that any of these executable only postings contain any deliberate "misfeatures", but you should always use such programs cautiously. Released prior to March 1987

**amiga3d** Shows a rotating 3 dimensional solid "Amiga sign". No source available, executable only (downloaded from a Denver BBS). Author: Barry (bart) Whitebook of C-A

**ArgoTerm** Yet another terminal emulator program. However, this one is written in macro assembler, so should be of interest to anyone doing serious assembly language development. Version 0.20 Author: Jez San

**arrow3d** Shows a rotating 3 dimensional wire frame arrow. No source available, executable only (downloaded from a Denver BBS). Author: Steve Beats of C-A

**ld4** Another directory listing program using some graphics style output. Executable only, no source available. (Downloaded from a Denver BBS) Author: unknown

**IconExec** These two tools allow execution of a program from a SetWindow icon without having to recompile the program. Author: John Toebes VIII

**Images** Miscellaneous DPaint and digitized pictures, in IFF format. Some are rated R.

**SetAlternate** Merge the images from two icons to produce one icon with a primary image, and a possibly completely different image to display when selected. Author: John Toebes VIII

**StarTerm** Another terminal emulator program. ASCII and XMODEM support, telephone dialer, function keys, load file stripping, text file conversion, full/half duplex. Author: Jim Nangano and Steve Plegge

## •Fred Fish Disk 13•

The following is a grab bag of basic programs, mostly untested. No speekee basicso if these don't work, call someone else.

3dsolids addbook algebra amgseq1  
amiga-copy band bounce box brickout canvas  
cardfi circle colorcircles Copy  
cubes1 cutpaste dart date dogstar dragon draw  
dynamictriangle Eliza ezspeak ezterm fillbuster  
fractal fscapex gbox gomoku haiku hal9000m  
halley hauntedM hidden join Jpad loz mandel  
mandlebrot menu minipaint mostriper mouse

# The Fred Fish Collection



Orthello patch pena pinwheel random-circles  
Readme rgb rgbtest ror Rord sabotage salestalk  
shades shapes shuttle sketchpad spaceart  
speakspeech speecheasy spell sphere spiral  
striper superpad supshr talk terminal termtest  
tom topography toybox triangle wheels xenos  
xmodem

## •Fred Fish Disk 14•

Fred Fish Disk 14 contains the first ever public release of two new pieces of code, "dex" and "termcap". Also, this is the first disk in the library that includes executables produced with both the Manx and Lattice Compilers, whenever possible. This greatly helps to isolate bugs. Released prior to March 1987

**amiga3d** Shows a rotating 3Dimensional solid "AMIGA"

**sign**. This is an updated version of the program released on FF12, and now includes *z* *ll* source. Author: Barry Whitebook @ Commodore-Amiga

**beep** Source for a function that generates a beep sound, like CTRL-G on a VT100 terminal. Author: Samuel Dicker @ Commodore-Amiga

**dex** Program to extract documentation in a human readable format inside source files, and produce *nroff* style output for manuals and other such external documents. First ever public release. Author: Fred Fish

**dimensions** Programs to demonstrate three and four dimensional graphics. Not quite sure how else to describe them! Author: Anselm Hook

**filezap** An updated version of the file zap utility first released on FF10. Can be used to patch any type of file. Nice, and VERY useful. Author: John Hodgson

**gfxmem** An updated version of the graphical memory display program first released on FF1. Watch your machine's memory usage change dynamically under use! Author: Louis Mamakos

**gi** Converts DPaint brush files to C source files "necessary" to create an Image structure, including height, width, depth, and color information, as well as the array of data which represents the bit planes of the image". Author: Mike Farren

**pdterm** A simple terminal emulator that does ANSI or DEC VT-100 emulation in 80 cols by 25 lines. Version 1.21. Author: Michael McInerney

**shell** A simple csh style shell with history and some other goodies. Still needs some polishing and enhancement, but is quite nice as it. Thanks Matt!!! We've really needed something like this for a long time. Now if you would just do a ksh version instead...Author: Matt Dillon

**termcap** A (mostly) UNIX compatible implementation of a termcap library. First ever public release. Author: Fred Fish

## •Fred Fish Disk 15•

Whenever possible, both Lattice C and Manx C executables are provided. The Lattice executables have the extension ".lattice" and the Manx executables have the extension ".manx". This greatly helps to isolate bugs. Released prior to March 1987

**Blobs** A simple graphics program, reminiscent of the UNIX "worms" program, but in color of course. Author: Peter Engelbrte





## The Fred Fish Collection

**Clock** A simple digital clock program designed to be small and to live completely in the screen title bar, where it is out of the way. Author: Mike Meyer

**Dazzle** An eight-fold symmetry dazzler program. Really pretty! Author: Peter Engelbrite

**Fish** "A demo program which runs an AnimOb in a double buffered screen with sequence cycled animation". (Basically shows a fish "swimming" across the top of the screen). Author: Catherine Wagner (posted by Barry Whitebook)

**Monopoly** A really nice monopoly game written in ABASIC. Follow the directions in the file "Installation Guide" to produce a bootable games disk. Author: David Addison

**OkidataDump** Okidata ML92 driver and WorkBench screen dump program. Does both alpha and graphics. Untested (I don't have the printer). Author: Raimund Gluecker

**Polydraw** A drawing program written in ABASIC. Author: David Addison

**Polyfractals** A fractal program written in ABASIC. Author: David Addison

### •Fred Fish Disk 16•

This is a copy of the Amiga Developer's IFF disk, received directly from Commodore-Amiga sources, with permission to place in the library and redistribute. Released prior to March 1987

### •Fred Fish Disk 17•

This is a copy of a HAM (Hold And Modify) graphics demo disk hardware to capture such images, and software to process them. The 'showilbm' program has been added to allow viewing of the two monochrome pictures (dozer.hires and robert.lores) without requiring Deluxe Paint.

The supplied 'readme' file has been augmented with information received on hardcopy along with the disk, and a note has been added about how to use the showilbm program. Enjoy-Fred. Released prior to March 1987

### •Fred Fish Disk 18•

Released prior to March 1987

**AmigaDisplay** Yet another variation of a terminal emulator program. This is a modified AmigaTerm that can emulate a dumb terminal (interesting paradox here somewhere...), translate line termination sequences, optionally capture or discard control characters in the captured file, use audible bell, use another font, etc. Author: Don Woods (Original code by Michael Mounier)

**Ash** Pre-release version of a C-shell like shell program. Has history, command substitution, loops, etc. Author: Thorn Smith

**Browser** A program that lets you wander around a file tree and peek into files, all with the mouse. Author: Mike (I'll be mellow when I'm dead) Meyer

**MC68010** Complete information package for upgrading an Amiga to use an MC68010 in place of the MC68000. Includes a software fix that makes this transparent to user programs that use instructions that are privileged on the 68010 Author: Thad Floryan

**Multidim** Lets you rotate a 2 to 6 dimensional "cube" on the screen using the joystick. Author: Robert French

**PigLatin** Tired of the "say" command? This one will translate and speak your input in pig latin! Author: Thomas Clement

**Scripper** Short for "SCreen IMAGE PrintER". A screen dump utility which can be run from the workbench or the CLI. Author: Perry Kivolowitz

**Xlisp1.6** A very nice little lisp for those that want to study the internals of a real, working lisp interpreter. Author: Dave Betz

### •Fred Fish Disk 19•

Released prior to March 1987

**BlackJack** A line oriented (no graphics) blackjack game. Author: Unknown

**JayMinerslides** These are the Amiga slides produced/used by Jay Miner (the designer of Amiga's custom graphics chips) in his talks about the Amiga. They are all hi-res (640 x 400) and are best displayed on a long-persistence color monitor

**.Keymap\_Test** A program to test the keymapping routines and find possible bugs. Useful as an example of keymapping. Author: Pushpa Kumar

**LockMon** Find file locks. Useful for discovering if programs properly clean up after themselves. Author: Dewi Williams

### •Fred Fish Disk 20•

Released prior to March 1987

**AmigaToAtari** Source code for an Amiga to Atari ST object code format converter. Takes Amiga objects as input and produces Atari objects as output. This allows the Amiga to be used as a cross development machine providing the proper libraries are available. (Currently does not work, but I don't have an ST to try it with anyway...) Author: Landon Dyer at Atari Corp.

**DiskSalv** Program to recover files from a trashed AmigaDOS disk. Can also "undelete" files deleted by mistake, so long as they have not overwritten by further disk activity. Requires two disk drives. VERY useful... Author: Dave Haynie

**Hash** Small example program that computes the AmigaDOS directory hash function. Author: Neil Katin at Commodore-Amiga

**Hd** Hex dump utility using some ideas from Mike Higgin's article in Computer Language magazine, Apr 86. Formats the dump based on the natural byte ordering of the machine on which it runs. Author: David Elins at NEC Information Systems

**MandelBrots** Some mandelbrot images submitted for the "mandelbrot images contest" some months ago. Only three people submitted mandelbrots and these were among the most interesting.

**MultiTasking** Tutorial and example program for multitasking at the Exec level Author: Leo L. Schwab

**Pack** Program to strip extraneous whites pace from C programs or header files. Can be used to condense the C compiler header files to free up disk space. Author: Jeff Dickson

**PortHandler** A sample Port-Handler program that performs the functions of the standard Port-Handler. Shows what the BCPL environment looks like from the handler point of view Author: John Toebus VIII

**Random** Random number generator in assembly. Much faster than versions using floating point. Can be used by either assembly or C programs. Author: Steve Beats at Commodore-Amiga

**SetMouse2** Program to set the mouse port to either the left port or right port. Author: Robert Burns at Commodore-Amiga

**SpeechTerm** Terminal emulator that can speak the received text. Also has XMODEM file transfer. Author: Leftheris Koutsoufios

**Txed** Demo version of an editor that has since been renamed as TXed (I believe). Author: Charles Heath at MicroSmiths

### •Fred Fish Disk 21•

Released prior to March 1987

**Mandelbrot Set Explorer** This is a copy of Thomas Wilcox's Mandelbrot Set Explorer disk. To run from CLI: 1) cd dFX: (where X is drive containing disk)=2) mse. To run from Workbench: 1) Click on MSD icon. It contains extensive on-line help information, unlike other Mandelbrot programs distributed in this library. It also is capable of displaying some very pretty hi-res pictures in interlace mode.

### •Fred Fish Disk 22•

Fred Fish Disk 22 contains two new "strains" of microemacs, both derived from early releases of Dave Conroy's microemacs. There is currently an attempt on usenet, lead by Dave Brower, to coordinate an effort to merge features from the different versions into a single supported microemacs. In the meantime, perhaps you can find a feature you need in one of these... Released prior to March 1987

**Lemacs** Microemacs version 3.6 as enhanced and supported by Daniel Lawrence. This version works and has been tested on UNIX V7, BSD 4.2, Amiga, MS-DOS, and VMS. Enhancements include overwrite mode, support for Amiga function keys, reverse video status line, numeric arguments using <ESC><number>, replace, buffer specific editing modes, word wrap mode, goto-line, buffer rname, insert-file, execute named command, describe bindings, startup files, and more. Author: Dave Conroy, enhancements by Daniel Lawrence

**Pemacs** Microemacs as enhanced by Andy Poggio. New features include use of <ALT> keys as Meta keys, default buffers on buffer switch, mouse support, higher priority to improve interactive response, creation of backup files, paragraph fill, word wrap, query replace, and support for function keys Author: Dave Conroy, enhancements by Daniel Lawrence

### •Fred Fish Disk 23•

Released prior to March 1987

**MicroEmacs** This disk contains a significantly enhanced version of microEmacs based on the version 30 release posted to usenet's mod.sources news group. Previous versions of microEmacs released on these disks derived from a very old version of microEmacs. Since that old release, the author has cleaned up lots of loose ends and restructured major parts of the code. Other people have added support for termcap, ports to other machines and operating systems, and a limited GNU emacs compatibility option. Because recipients of this disk might wish to run this new microEmacs on other machines in addition to the Amiga, I have included all sources that were available to me at the time of release. The sub directories which give alternate implementations are: Sys/Vms System modules for VAX VMS Sys/Atari System modules for Atari ST Sys/MS-DOS System modules for MS-DOS Sys/Cpm86 System modules for Cpm Sys/ Amiga System modules for Amiga Sys/Ultrix System modules for Ultrix/BSD4.2 Sys/SysV System modules for UNIX System V Tty/Atari Terminal driver for Atari ST Tty/7300 Terminal driver for AT&T UNIX PC (7300) Tty/Intuition Terminal driver for Amiga using Intuition Tty/Termcap Terminal driver using termcap for UNIX Tty/Ansi Terminal driver using ANSI codes Tty/AmigaDOS Terminal driver for Amiga using just AmigaDOS Tty/Heath Terminal driver for a Heath terminal. There currently is a major effort underway on usenet, ed by Dave Brower, to standardize microemacs and bring the many variations under one common implementation. Please send any enhancements to tech@daveb, or send them to me and I will see that he gets them.



## •Fred Fish Disk 24•

Released prior to March 1987

**Conquest** You control an interstellar empire, decide which star systems to explore, which planets to colonize, etc. The computer will also be building its own empire and competing with you for resources. The one with the greatest population at the end wins. First distributed in executable form only on FF10. This distribution includes source. Author: Unknown, reported to Amiga by Rob Shimbo Second release of a csh-like alternative to the CLI, first released on FF14. Has alias, built in functions like "dir" for speed, history, named variables, command re-execution with substitution, etc. Author: Matt Dillon

**Modula-2** A pre-release version of the single pass Modula-2 compiler originally developed for Macintosh at ETHZ. This code was transmitted to the Amiga and is executed on the Amiga using a special loader.

## •Fred Fish Disk 25•

Released prior to March 1987

**Hack** This is an updated version of the UNIX game "Hack", from Fred Fish Disk 7, now Version 1.0.1E., with graphics enhancements for the Amiga. Disk contains a port (executables only). Courtesy of John Toebes, 120 H Northington Pl, Cary NC. 27511.

## •Fred Fish Disk 26•

Released prior to March 1987

**UnHunk** Tool to process the Amiga "hunk" loadfile format. Collects code, data, and bss hunks together, allows individual specification of code, data, and bss origins, and generates binary file with format reminiscent of UNIX "a.out" format. The output file can be easily processed by a separate program to produce Motorola "S-records" suitable for downloading to PROM programmer. Author: Eric Black

**C-kernit** Port of the popular "kernit" program, a flexible virtual terminal and file transfer program from Columbia University. Author: Unknown, ported to Amiga by Davide Cervone

**Ps** A program to display process priorities and another program to set a process's priority to any arbitrary valid value. Very useful to provide finer control over your multitasking environment. Author: Dewi Williams

**Archx** Yet more programs for bundling up text files and mailing or posting them as a single file unit. Author: Martin Minow

## •Fred Fish Disk 27•

Released prior to March 1987

**ABdemos** AmigaBASIC demos. NewConvertFD creates .bmaps from fd files. BitPlanes finds addresses of and writes to bit-planes of the screen's bitmap. About Bmaps is a tutorial on creation and use of bmaps. LoadILBM loads and displays IFF ILBM pics. LoadACBM loads and displays ACBM pics. ScreenPrint creates a demo screen and dumps it to a graphic printer. Author: Carolyn Scheppler, Commodore-Amiga

**Disassem** A simple 68000 disassembler. Reads standard Amiga object files and disassembles the code sections. Data sections are dumped in hex. The actual disassembler routines are set up to be callable from a user program so instructions in memory can be disassembled dynamically. Author: Bill Rogers, Univ. of WAIKATO (New Zealand)

**DvorakKeymap** Example of a keymap structure for the Dvorak keyboard layout. Untested but included

because assembly examples are few and far between. Author: Robert Burns @ Commodore-Amiga

**Hypocycloids** An electronic Spirograph inspired by an article in Feb '84 Byte. Author: Terry Gintz

**LinesDemo** A demo program which illustrates the use of proportional gadgets to scroll around in a superbitmap window. Posted to usenet by Barry Whitebook @ Commodore-Amiga MemExpansion Schematics and directions for building your own home brew 1 Mb memory expansion. Author: Michael Fellingner

**SafeMalloc** Ever have a program that corrupts its own memory? Well, this little gem can help you find the problem in a hurry. Acts as an interface between your program and the real malloc, checking for overrun, under run, and duplicate freeing of malloc'd space. Author: Bjorn Benson, modifications by Fred Fish

**ScienceDemos** Some science demos. Sidereal is a tutorial program which introduces the user to the relationships between Julian and calendar dates and solar and sidereal times. J2000 is a utility program which converts stellar positions, proper motion, parallax and radial velocity from the standard epoch B1950 (FK4) to epoch J2000 (FK5). Galilean is a tutorial program which determines the position of the Galilean satellites relative to Jupiter. Programs courtesy of David Eagle at Science Software.

## •Fred Fish Disk 28•

Released prior to March 1987

**Backgammon** Another game in ABASIC by the author of Monopoly. Author: David Addison

**Cpp** This is a copy of the Decus cpp, ported to the Amiga. This cpp is more powerful and complete than either of the built in Manx or Lattice C. Also included is a modified version of the UNIX like cc frontend, for Manx C, that knows about the cpp. Author: cpp by Martin Minow; cc by Fred Fish

**Cribbage** Another game in ABASIC by the author of Monopoly. Author: David Addison

**MillStone** Another game in ABASIC by the author of Monopoly. Author: David Addison

**Othello** Another game in ABASIC by the author of Monopoly. Author: David Addison

**Shar** A program which can pack and unpack archives compatible with the UNIX "shar" (shell archiver) program. Author: Dave Wecker

**SuperBitMap** An example program that shows how to use ScrollLayer, how to sync the SuperBitMap prior to printing, and how to create a dummy rasterport for dumping the SuperBitMap. Works under 1.2 and up. Author: Carolyn Scheppler and Phil Lindsay

## •Fred Fish Disk 29•

Released prior to March 1987

**AegisDrawDemo** Demo disk of the Aegis Draw program. This is the actual production program with only the "save" feature disabled and without documentation (intentionally). Very impressive program! Received directly from Aegis Development. Cc Version of the UNIX like C compiler front end program, for Manx C. Previous released version was for Lattice C. Author: Fred Fish

**Enough** A new CLI execute file command that tests for various system resources such as available memory or existence of specific files, directories, or devices. Author: Bruce Barnett @ Commodore-Amiga Player Animation player for Aegis Animator. Received directly from Aegis Development.



**Rubik** An animated Rubik's cube program based on Barry Whitebook's "amiga3d" program and Raymond Brand's "skewb" program. Author: Bill Kinnersley

**StringLib** A public domain reimplement of the UNIX string library functions. Author: Henry Spencer @ U of Toronto

**Vt100** A vt100 emulator program with Kermit and Xmodem file transfer protocols (based on AmigaTerm). Author: Dave Wecker

## •Fred Fish Disk 30•

Note that the programs on this disk are all shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released prior to March 1987

**BBS** A BBS for the Amiga (BBS-Amiga Version 1.1). Author: Ewan Grantham Author's suggested shareware donation: \$25

**FineArt** This is a collection of works from some of the best of current Amiga artists. Many thanks to Jim Sachs, Sheryl Knowles, Jack Haeger, and Aegis Development for submissions.

**FontEditor** Does what the name implies, edits fonts. Author: Tim Robinson Author's suggested shareware donation: \$5

**MenuEditor** Create and edit menus, saving the result as either a binary file for further editing or as C source for inclusion in a program. Author: David Pehrson Author's suggested shareware donation: \$15

**StarTerm** Starterm version 3.0. Very nice telecommunications program. Author: Jim Nangano Author's suggested shareware donation: \$20

## •Fred Fish Disk 31•

Released prior to March 1987

**Life** Executes the cellular automata game of LIFE in the blitter chip. Uses a 318 by 188 display and runs at 19.8 generations per second. Author: Tomas Rokicki

**Mandelbrot** Latest version of Robert French's mandelbrot program, version 3.00. Author: Robert French

**MxExample** Example of mutual exclusion gadget handling. Author: Davide Cervone

**RAMSpeed** Program to measure raw memory speed, comparing internal memory to the external memory. Author: Perry Kivolowitz

**Set** Replacement for the Manx "set" command (to set or change environment variables) with several improvements. Author: Tomas Rokicki

**Tree** Draws a recursive tree (green leafy type, not files). Author: Robert French (original version by W. Bullthorpe)

**TxEd** Latest demo version of MicroSmith's text editor, TxEd. This is the full production version except that files are limited to 10K bytes in length and the search/replace functions are disabled. Also, demo is based on an older version of TxEd, new release has additional features. Author: Charlie Heath

**VDRAW** Drawing program, based on freedraw, but now transformed and enhanced beyond recognition. Draws hollow boxes, filled boxes, freehand sketches, lines, circles, and arcs. Also has area fill, text





## The Fred Fish Collection

insertion, 16 different line patterns, predefined area fill patterns, a magnify mode, cut and paste, color inversion, erase, grid pattern, and more. This is version 1.08. Author: Stephen Vermeulen

**Xicon** Contains two programs; Xicon which lets you use icons to call up scripts containing CLI commands, and Ticon, which is a simple program to display text files from icons. Author: Pete Goodeve

### •Fred Fish Disk 32•

Released prior to March 1987

**Address** Extended address book written in AmigaBASIC. Author: Mark Hurst

**Calendar** Calendar/diary program written in AmigaBASIC. Author: Mark Hurst

**DOSPlus1** First volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein

**DOSPlus2** Second volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein

**MacView** Allows viewing of a standard MacPaint picture file in either Amiga low resolution (320 x 200) or high resolution (640 x 400). Executable only. Author: Scott Evernden

**Puzzle** Simulation of a puzzle with moving square tiles. Executable only Author: Bill Beogelein

**ShowHAM** Program to display HAM (Hold And Modify) mode images from the CLI environment. Executable only. Author: Unknown

**Solitaire** Two new ABASIC games, Canfield and Klondike. Author: David Addison

**Spin3** Simple program that creates spinning cubes and transforms them into op-art. Example of how to create a double buffered display with color tables that can be changed. Author: Ronald Peterson

**Sword** Sword of Fallen Angel. Text adventure game written in AmigaBASIC. Author: Andry Rachmat

**Trails** Cute little program that leaves a trail behind the pointer when the mouse is moved. The trail has programmable symmetry, thickness, and length. The other interesting thing about this program is that it is written in Modula-2 (source provided). Author: Richie Bielak

### •Fred Fish Disk 33•

Released prior to March 1987

**3dstars** 3D version of Leo's "stars" program (also on this disk). Author: Leo Schwab

**Bigmap** Program which demonstrates how to use the low-level graphics calls, ScrollPort especially. Demonstrates scrolling around inside a very big bitmap. Author: Leo Schwab

**Dbuf.gels** Sample program that demonstrates the animation routines for Bobs and VSprites. Uses double buffering to smooth the display motion. Author: David Lucas

**DiskMapper** Displays sector allocation of floppy disks. Author: Leo Schwab

**MemView** Program which sets up a direct window into RAM, thus dynamically displaying the contents of memory. Author: Leo Schwab

**Oing** Displays a window full of little bouncing balls. Author: Leo Schwab

**ScreenDump** Dumps rastport of highest screen/window to printer. Author: Carolyn Scheppner

**Sdb** Simple database program, originally released on aDECUS VAX SIGTape. Author: Unknown, Amiga port by Mic Kaczmarczik

**Sproing** Same as Oing but includes sounds of balls colliding with boundaries. Author: Leo Schwab

**Stars** Displays a screen full of stars, reminiscent of a view from the starship Enterprise's flight deck. Author: Leo Schwab

**TermPlus** Yet another variant of Michael Mournier's AmigaTerm program. This one includes improved ASCII capture, CRC and checksum xmodem protocol transfers, CompuServe B-protocol transfers, a phone library, function key support, and limited AmigaDOS functions. Author: Enhancements by Bob Rakosky

**Vt100** Release 2.0 of Dave's version of AmigaTerm. Includes support for function keys and script files. Author: Enhancements by Dave Wecker and SteveDrew.

### •Fred Fish Disk 34•

Released prior to March 1987

**Alint** Support files for Gimpel lint to make it useful on the Amiga. Author: Thomas Althoff

**Blink** A linker written as a replacement for Alink. Fully Alink compatible and supports many additional options not found in Alink. Also is much faster than Alink and generates smaller executable files. Version 5.7 Author: Combined efforts of the Software Distillery

**Browser** Updated version of the browser program released on FF18. This one has been "manxified", has scroll bars, and several bugs fixed. Author: Mike Meyer, enhancements and fixes by Bob Leivian

**Btree** Routines to implement a B-tree algorithm and several accompanying tests, apparently derived from the single file version also included on this disk under "Btree2". Still buggy, but looks useful with a little work. Author: Richard Hellier, posted to usenet by Steve Jefferson

**Btree2** Previous (original) version of btree routines. Author: Richard Hellier

**Calendar** Appointment calendar which lets you visually add and update appointments. Can also run in background and remind you 15 minutes before any scheduled event. Amiga port by Bob Leivian

**Less** Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very usefull. Author: Mark Nudelman, Amiga port by Bob Leivian

**NewFonts** Set of 28 new Amiga fonts. Author: Bill Fischer

**Pr** A background print utility with several options for letter quality compressed mode and line numbers. Also takes multiple files and wildcards. Author: Bob Leivian

**Requester** A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. Author: Kevin Clague

### •Fred Fish Disk 35•

Released prior to March 1987

**ASendPacket** Example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with a synchronous AmigaDOS file I/O. Author: Phillip Lindsay

**ConsoleWindow** Example program for finding the intuition pointer to an AmigaDOS CON: or RAW: window, so you can do WindowToFront, graphics, and other interesting things. (Requires AmigaDOS 1.2) Author: Andy Finkel and Robert Burns

**DirUtil** Nice little program to wander around directory tree using a windowing interface and performing various operations on files. Author: Chris Nicotra, enhancements by Dave Jobusch

**DirUtil2** Another variant of dirutil. Author: Chris Nicotra, enhancements by Ed Alford

**FileRequester** A very nice file requester module for lattice C programs, along with a demo driver program. Author: Charlie Heath

**MacView** Allows viewing of standard MacPaint picture files in either Amiga low resolution (320 x 200) or high resolution (640 x 400). Executable, sample pictures, and icons (version on disk 32 did not include pictures). Author: Scott Evernden

**Plop** Short, simple, no-frills IFF reader program, and a sample picture made using a ray tracing algorithm. Author: Jim Kent

**PopCLI** Provides a simple way of starting another CLI at anytime without having to load workbench or exit whatever program you may be using. Also has a built in screensaver mode which automatically blanks the Amiga console screen when there has been no input for a specified period of time. Author: John Toebes

**QuickCopy** Three versions of quickcopy, a nice little full diskcopier. Two of the versions are capable of making backup copies of "protected" Electronic Art's disks. Author: Dave Devenport

**ScrollPf** Creates and displays a 400 by 300 by 2 bit plane playfield on top of a 320 by 200, 2 plane deep playfield, as a demo of dual playfield display. Author: Carolyn Scheppner

**SendPacket** General purpose subroutine to send AmigaDOS packets. Author: Phillip Lindsay

**SpriteMaker** Program which lets you paint sprites and then converts data structure to be used in programs. Allows interactive testing of the sprite as a pointer. Suggested shareware donation of \$15 for source code and updates. Author: Ray Larson

**Tracker** Program which converts a boot-load disk (i.e. a kickstart disk) into a group of files for electronic transmission and reassembly. Completely preserves the original disk structure so the target disk will be an exact duplicate of the original. Author: Brad (LordBradford) Wilson

**TriClops** Very nice graphics oriented 3D space invasion game. This was previously a commercial product which is being released into the public domain for promotional purposes (they are working on a multiuser, multimachine version). Author: Unknown, published by Geodesic Publications

**Tsize** A simple utility to print directory tree sizes. Displays the total size of all files and subdirectories within a given directory. Author: Edmund Burnette

**Unifdef** Useful program for removing ifdefed sections from a file while otherwise leaving the file alone. Allows one source to be used as a porting base for many machines, without shipping the entire source to every source customer. (Pre-process for their machine and send them only the source for their specific machine). Author: DaveYost

**Vttest** Program to test compatibility of vt100-compatible terminals and terminal emulators. Requires the resources of a UNIX system to test an Amiga hosted vt100 emulator. (I haven't yet found one that even comes close to passing this test!). Author: Per Lindberg



# The Fred Fish Collection



## •Fred Fish Disk 36•

Released prior to March 1987

**Acp** A copy program with file name expansion and argument interpretation like the UNIX cp. Author: Fred Cassirer

**Clock** Updated version of the clock program released on FF15. Adds seconds display, free memory display, and faster updates. Author: Mike Meyer

**Csh** Csh like alternative to the CLI, with changes to compile under Manx with 16-bit ints. Has alias, built in functions like "dir" for speed, history, named variables, command re-execution with substitution, etc. Version 2.01A. Author: Matt Dillon

**DietAid** Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. This is a shareware program (\$10 suggested) which was submitted by the author for inclusion in the library. Author: Terry Gintz

**Echo** An improved echo command with options to control color, screen placement of text, etc. Author: Larry Phillips

**FixHunk** A program to modify executable files to allow them to run in external memory. It forces all DATA and BSS hunks in the file to be loaded into CHIP memory. CODE hunks will still load into FAST RAM if available. Version 1.2a. Author: D.J. James

**Fm** File mapper program. Uses track disk device to grab sectors and traverse the file system to find out what sectors a particular file occupies. Author: Leo Schwab

**KickBench** Instructions and programs for creating and using a combined KickStart and WorkBench disk, so only one disk is needed to reboot. Allows the system to reboot unattended after a power failure. Requires disked from developer's disk. Author: Alonzo Gariepy

**Lex** A program (not to be confused with the UNIX lex program which is a lexical analyzer generator) which computes various readability metrics for text files. Computes Gunning-Fog, Flesh, and Kincaid indices. Author: Jeff Sullivan

**TunnelVision** Another fine ABASIC game from David Addison. This is a maze game with a 3-D perspective view from inside the maze. Author: David Addison

**Vc** Visicalc-like spreadsheet calculator program. Author: James Gosling, Amiga port by Peter Hardie

**Vt100** Version 2.2 of Dave's vt100 emulator program including Xmodem and Kermit file transfer protocols. Author: Dave Wecker

**YaBoing** A game program demonstrating hardware sprite usage, including collision detection. Author: Ali Ozer, based on original by Leo Schwab

## •Fred Fish Disk 37•

Released prior to March 1987

**Little Smalltalk** It is a port of Timothy Budd's Little Smalltalk system, done by Bill Kinnersley at Washington State University. I filtered all the text files in the sources, docs, and examples directories through a program to remove extraneous CR (AM) characters from the end of each line. This also makes the files conform to standard Amiga and UNIX line delimiter conventions. I hope this didn't break anything else in the process. I have added the file sources/Makefile to help people who want to recompile the sources. It uses my ccfrointend. I was able to compile and link an executable that was almost the same size as the one Bill provided (100 bytes smaller) using Manx 3.20B in 16-bit int mode, but it aborted immediately with an error message, so beware.-Fred.

## •Fred Fish Disk 38•

Released prior to March 1987

**CSquared** Implementation of Circle Squared algorithm from Sept '86 Scientific American "Computer Recreations" column. Produces wildly colorful but mathematically precise patterns. Author: Bill DuPree

**FixObj** Strip extraneous garbage off the end of object files transferred with modem. Does not require pre-knowledge of actual file length, uses knowledge of Amiga file structure. Version 1.1 (update to copy on disk #10). Author: John Hodgson

**Handler** An example that implements an AmigaDOS Handler (device) in non-BCPL format. Author: Phillip Lindsay

**Hp-10c** Program that mimics an HP-10c (Hewlett Packard calculator), written in TDIModula2. Author: Duncan Prindle

**IffDump** Two programs for manipulating IFF files. IFFENCODER grabs an active screen and writes it to a file in IFF format. IFFDUMP decodes information in arbitrary IFF files and prints it in a human readable form. Author: Matt Dillon

**Jsh** A simple command line interpreter drawing on features from the BSD C shell. Author: Jim Kent

**NewStat** Replacement program for the Amiga DOS STATUS command. Prints task number, priority, address of process, command line being executed, current directory, etc. Author: James Synge

**Reversi** Program to play reversi game. Version 6.1. Author: Manuel Almudevar

**Uuencode** Programs to encode/decode binary files for transmittal via mail, or other text-only methods. Binary file is expanded by approximately 35% for transmittal. Author: Mark Horton

**Vdraw** Drawing program, based on freedraw, but now transformed and enhanced beyond recognition. This is version 1.14. This shareware program (suggested \$15 donation) was submitted by the author for inclusion in the library. Author: Stephen Vermeulen

**VoiceFiler** Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Author: Jack Deckard

**Window** Sample program which shows how to create a DOS window in a custom screen. Author: Andy Finkel

## •Fred Fish Disk 39•

Released prior to March 1987

**AnsiEcho** Some commands written in assembler. Includes an echo command, touch, list, cls (clear screen), and ask (wait for user input). Author: Dewi Williams

**Display** Graphics display program to display HAM images from a ray tracing program. Includes some really spectacular pictures. Author: Dave Wecker

**Driver** Demo device driver in source. Functions as a RAM disk for demonstration purposes. Author: Lee Erickson

**Xlisp** Small lisp type interpreter, binary only (source to older version was on disk #18). Version 1.7. Author: Dave Betz

## •Fred Fish Disk 40•

Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support this efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released prior to March 1987

**Ahost** Amiga terminal emulator featuring ANSI terminal emulation, file transfer with CompuServe's B-Protocol, Kermit, and Xmodem, user definable function keys, script language, RLE graphics and a special conference mode for use with CIS. Version 0.9. Author: Steve Wilhite & George Jones

**AmigaMonitor** Dynamically display the state of the machine, including open files, active tasks, resources, device states, interrupts, libraries, ports, etc. Display window into memory. Version 0.21. Suggested \$15 donation. Author: Jim Voris

**Arc** The ubiquitous compressing archiver program that has become the defacto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.16, a port of arc version v5.0. Suggested \$35-\$50 donation. Author: System Enhancement Associates Amiga version by Raymond Brand

**AreaCode** Program which decodes area codes into state and locality. Version 1.5. Author: Bill Beogelein

**Blink** A linker written as a replacement for Alink. Fully Alink compatible and supports many additional options not found in Alink. Also is much faster than Alink and produces smaller executable files. Version 6.5. Author: Combined efforts of the Software Distillery

**Cosmo** An "asteriods" clone. Suggested \$6 donation. Author: John Harris

**Dg210** Data General D-210 Terminal emulator. Suggested \$12 donation. Author: Steve Lenz

**DirUtil** Nice little program to wander around directory tree using a windowing interface and performing various operations on files. Version 1.4. Author: Chris Nicotra, enhancements by Dave Jobusch

**DOSHelper** Windowing program to print help information about various DOS command. Version 1.60. Suggested \$10 donation. Author: John Youells

**PagePrint** Prints text files with date/time header, page breaks, and line numbers. Suggested \$10 donation. Author: Phil Mercurio

**PopCLI** Provides a simple way of starting another CLI at anytime without having to load workbench or exit whatever program you maybe using. Also has a built in screen saver mode that automatically blanks the Amiga console screen when there has been no input for a specified period of time. Version II, which now includes source. Author: John Toebes

**SpriteEd** Lets you simultaneously edit two sprite pairs to form a double wide sprite image. Suggested \$10 donation. Author: Scott Lamb

**X-Spell** A spelling checker to proofread text files and then allow you to move through the document, deciding what to do with the misspelled words. Suggested \$15 donation. Author: Hayes Haugen





## The Fred Fish Collection

### •Fred Fish Disk 41•

Released prior to March 1987

**AmigaVenture** A program which allows you to write your own Infocom-style adventure programs in AmigaBASIC. It is a full-featured adventure parser, including direct and indirect objects, multiple object processing, adjectives, automatic ambiguity resolution, and subordinate clauses. The parser includes support for one, two, or three-word verbs, and a full set of object-manipulation primitives. Author: Mitsuharu Hadeishi

**Csh** Version 2.03 of Matt's Csh-like shell. Executable only. Author: Matt Dillon

**Dbug** Macro based C debugging package. Machine independent. Provides function trace, selective printing of internal state information, and more. First released on disk #2. This version includes some bug fixes and enhancements. Author: Fred Fish

**DualPlayField** An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Author: Jim Mackraz

**GetFile** A very nice filename requester. Unlike the earlier version on disk #35, this version includes source code. Author: Charlie Heath

**LatticeXref** A cross reference listing of all symbols defined in the Lattice 3.10 header files. Sorted alphabetically by symbol string, includes file name and line number of all references and/or definitions. Author: Fred Fish

**Lines** A line drawing demo program, reminiscent of the "sparks" program on disk #9. Author: Paul Jatkowski

**SetFont** A program to change the font used in a workbench screen. Includes several sample fonts of various sizes. Author: Michael McNerny

**Vt100** Version 2.3 of the ever popular vt100 terminal program. Includes xmodem and kermit file transfer protocols. Author: Dave Wecker

### •Fred Fish Disk 42•

Released prior to March 1987

**MicroGnuEmacs (MG)** To quote the "Read Me First" file. This diskette contains the Amiga version of MicroGnuEmacs (MG), a small but powerful text editor that runs on many other computer systems besides the Amiga. One of MG's major goals is to be compatible with its cousin GNU Emacs, so certain features you may have seen in other versions of MicroEmacs may work differently here, or not exist. Hopefully, you'll find the added features MG provides to be worth the trouble it takes to make the switch.

From the "Read Me Second" file: This is the fourth Beta distribution of MicroGnuEmacs. Beyond the work of Dave Conroy, author of the original public domain v30, this contains the efforts of: mwm@ucbopal.berkeley.edu Mike Meyer mic@ngp.utexas.edu Mic Kaczmarczikb larson@usc-oberon.arpa Bob Larson tech! daveb@sun.com Dave Brower. A very nice job guys! Congratulations.

### •Fred Fish Disk 43•

Released prior to March 1987

**BasicBoing** An AmigaBASIC program which shows animation by page flipping. Precalculates all views of a rotating 3Dimensional cube and then cycles through them rapidly for animation. Author: Arthur Blume

**Bbm** Demo copy of B.E.S.T. Software's Business Management System. It is a full implementation with file sizes reduced for demo purposes. Author: Business Electronics Software & Technology Inc.

**BbsList** A list of Bulletin Board Systems which support the Amiga. The list was compiled from a list on Delphi, Compuserve, bathroom walls, etc. Author: Dick Sheffold

**Cc** C compiler front ends for Manx and Lattice C, developed independently by Jay T's. These automatically filter off the annoying banner messages from various passes of the compilers. Author: Jay T's

**Copper** A copper list disassembler. Dumps the contents of a hardware copper instruction list. Author: Scott Evernden Inst

**IFF** A program which converts sampled sound files from the Instruments dealer demo disks to IFF sampled sound files in a FORM 8SVX. Author: Bobby Deen

**PopColours** Lets you change the Red/Green/Blue components of any color register, on any screen currently in the system. Uses a movable window with slider gadgets. Very well done. Version 1.0, November 1986. Author: Chris Zamara and Nick Sullivan

**SpriteClock** A very simple clock that uses a sprite as it's display medium, thus allowing it to be displayed on top of all other screens. Includes source in assembly language. Author: Darrel Schneider

**STEmulator** Turns your Amiga into an Atari ST (sort of). Be sure to read the README file for the true story...Author: David Addison

**WBrun** A program designed to allow any program to be invoked from CLI yet behave as if it were invoked from Workbench. Workbench need not be loaded, thus saving the memory that Workbench would normally use. Author: JohnToebes

**Wild** Two versions of UNIX shell style wildcard matching routines. Author: Rich Salz and Fred Fish

### •Fred Fish Disk 44•

Released prior to March 1987

**Icons** Some miscellaneous icons for your viewing pleasure. Author: Unknown

**NewIFF** Some new IFF material dealing with sampled voice and music IFF files. Author: Posted to usenet by Carolyn Scheppler

**RayTracePics** Ray tracing pictures, some of which appeared on FF39, but now in IFF HAM format for MUCH faster loading and compatibility with existing IFF tools. Author: Dave Wecker

**ViewILBM** Reads an ILBM file and displays as a screen/window until closed. Handles normal and HAM ILBM's. Author: Based on ShowILBM, enhanced by Carolyn Scheppler

### •Fred Fish Disk 45•

Released prior to March 1987

**Clue** Clue board game. Nice. Author: Greg Pryor

**Make** Another version of make that seems to be more complete than many other PD makes. Author: Unknown, downloaded from the Software Distillery

**Pictures** Miscellaneous pictures selected from dozens of pictures that have come my way since the last full art disk. Author: Rich Payne, Grace Rohlf, and others.

**Update** Used to update an older working disk with files from a newly released disk. Files on the older

disk that are out of date will be upgraded with files from the new disk. Author: Unknown, downloaded from Software Distillery

**WhereIs** Program which searches a disk for the first or multiple occurrences of a file with a given name. Author: Steve Poling

### •Fred Fish Disk 46•

Released prior to March 1987

**Asm** A shareware macroassembler, submitted by the author. Asm is a 68010 macro assembler that is compatible with the assembler described in the AmigaDOS manual. Author: Douglas Leavitt

**CheckModem** A program which provides for executing other programs from your startup file, if and only if there is actually a modem connected to the serial port. Author: Matt Dillon

**Egad** A gadget editor from the Programmers Network. Very nicely done and very useful. Author: John Draper, Ray Larson, Brent Southard, and Dave Milligan

**Jive** program which transforms its standard input to "jive" on its standard output. Author: Unknown

**MyLib** A binary only copy of Matt's alternate run time library. Author: Matt Dillon

**ProffMacros** Subset implementations of the Berkeley "ms" and System V "mm" macropackages, for the proff program. Author: Tony Andrews and George Walker

**ValSpeak** A filter program which transforms its standard input to "valspeak" on its standard output. Author: Unknown

### •Fred Fish Disk 47•

Released before March 1987

**3D-Arm** The first stage of a larger project to study goal directed animation of articulated objects (objects which can move with various degrees of freedom but are constrained by attachment to other links within the object). This program demonstrates goal directed animation with a simulated 3-dimensional robot arm. Includes source. Author: Bob Laughlin

**Juggler** Stunning animation of a robot juggler with raytraced reflective spheres. Uses HAM mode display and sound effects to boot! Author: Eric Graham

**Vt100** Version 2.4 of Dave's vt100 terminal emulator. Includes x modem and kermit file transfer protocols. Author: Dave Wecker

### •Fred Fish Disk 48•

Released prior to March 1987

**Bru** Alpha 1 version of a hard disk and/or file archiver written for UNIX. This is a vanilla port, with very little Amiga smarts, but it is usable. This is also the last freely redistributable version. Author: Fred Fish

**Comm** A vt100 like terminal emulator with built in support for key functions and a phone number database. Version 1.30. Author: D J James

**Csh2.04** Version 2.04 of Matt's csh-like shell. Includes source. Author: Matt Dillon

**Csh2.04M** Version 2.04 of Matt's csh-like shell, heavily modified for Manx C. Includes source. Author: Matt Dillon, Manx version by Steve Drew

**Diskperf** A disk bench mark program which runs on both UNIX and the Amiga. Author: Rick Spanbauer



**Du** Computes disk usage of a file or directory (including sub directories). Very handy. Author: Joe Mueller

**MemWatch** Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Author: John Toebes

**Profiler** A real time execution profiler for Manx 3.30E. Using this you can identify what sections of your program are using the most time, or being executed the most, and optimize as appropriate. I was able to double the speed of some programs by using this tool. Includes source. Author: Tomas Rokicki

### •Fred Fish Disk 49•

Released prior to March 1987

**Cycloids** An updated version of the hypocycloids (electronic spirograph) program first released on FF27. Author: Terry Gintz

**DirUtil** An enhanced version of the dirutil from FF35. Dirutil is a program to wander around a directory tree and perform various operations on files. See README file for list of new features. Author: Chris Nicotra, enhancements by Johan Widen

**Multidef** A program to scan a collection of object and library files and identify multiply defined symbols. This is useful to locate subtle problems where user defined symbols override library symbols. Author: Paul Jatkowski

**MyUpdate** A disk update utility that also provides support for automatically stripping comments from C header files and for interactive verification on a per file basis. Author: JoeMueller

**Plot** Program to compute and plot 3 dimensional functions. Includes hi-res interface mode for maximum detail. Author: Unknown; Amiga version by Terry Gintz

**Polygon** A moire type pattern generator but with color cycling. Author: TerryGintz

**QMouse** A program to query the status of the left mouse button and return a status code. The return code can be used as a WARN condition in a CLI execute file to alter execution. Also includes a separate program to toggle interlace on and off. Both are written in assembler and are very small. Author: Robert Rethemeyer

**Touch** A simple command to set the date of a file to the current date. Uses new supported method of setting a file date stamp (rather than reading and writing back a byte) Author: Phil Lindsay and Andy Finkel

**Trees** Another "tree growing" program, similar to the one on FF31, but more extensive. Author: Unknown; Amiga version by Terry Gintz

### •Fred Fish Disk 50•

Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released prior to March 1987

**Asm** A shareware macroassembler, submitted by the author. Asm is a 68010 macro assembler that is compatible with the assembler described in the AmigaDOS manual. This is version 1.1, an update to

the version on FF46, and includes bug fixes, additional standard Motorola mnemonics and a simple startup code module. Author: Douglas Leavitt

**BreakOut** A 3D game. Requires 3D glasses. Author: Tim Kemp

**DiskZap** Program to "edit" a disk, sector by sector. Version 1.1. Author: Paris Bingham Jr.

**FirstSiliCon** A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is "Sili(Con:)". Author: Pete Goodeve

**Missile** A nice "missile defense" game. Written 100% in assembler (source available from author) and is very fast! Author: Glen Merriman

**PerfectSound** Perfect Sound demo, with a sound editor and sample sound files. Looks very nice. Author: Anthony Wood

**Sizzlers** Graphics demo programs. Author: GregEpley

**UNIXArc** A version of arc suitable for UNIX System V. Author: System Enhancement Associates

**Wombat** Yet another terminal emulation program. Version 3.01. Has user set table cursor, programmable function keys, vt-102 emulation, auto-dialing, loadable settings files, and more. Author: Dave Warker

### •Fred Fish Disk 51•

Released prior to March 1987

**Bison** A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. This is a working update to the version on FF4, provided by Johan Widen. Author: Bob Corbett and Richard Stallman

**Compress** This is an update to the compress version released on FF6. It is tested and seems to work well except for a couple glitches noticed at the last minute (see the README file). Compress reduces the size of the named files using adaptive Lempel-Ziv coding. The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by Huffman coding (as used in "pack") or adaptive Huffman coding (as used in "compact"), and takes less time to compute. Author: Thomas Spencer, with improvements by others

**Cos** A "Wheel Of Fortune" style game in AmigaBASIC. Author: Steve Michel

**Diffsed** Diff produces a difference file which lists the line by line differences between any two text files. These differences can be fed to ssed (a stream type editor), along with the original text file, to remotely reproduce the other (new) file. Binary only. Author: Chuck Forsberg, Amiga port by Rich Schaeffer

**Sq,Usq** Portable versions of the CPM sq and usq utilities. Author: R.Greenlaw, many changes by Bill Swan

### •Fred Fish Disk 52•

Released prior to March 1987

**Assign** Replacement for AmigaDOS assign command, written in C. Author: Charles McManis

**Fractal** A fractal program which produces a random square fractal terrain. Author: John Olsen

**HAMPoly** A polygon drawing demo which uses HAM mode to produce polygons of any of the possible 4096 colors. Author: John Olsen



**MxGads** Demonstrates how to make mutual exclusion of boolean gadgets work, even if they contain Gadget Text. Author: Willy Langeveld

**Poly** A polygon drawing demo using the Area Move, Area Draw, and Area End functions. Author: John Olsen

**Tek4010** A Tek 4010 emulator. Author: Terry Whelan, with changes by Steve Poling

**VDraw1.16** Shareware drawing program submitted by the author. This version uses menus but includes some items not on version 1.19, also on this disk. Author: Stephen Vermeulen

**Vdraw1.19** Latest version of Vdraw, with a completely new iconic user interface, and some other new features including a color palette mixer and DPaint style brushes, extended cutting features, area locking, and a flexible printing interface. Author: Stephen Vermeulen

### •Fred Fish Disk 53•

Released prior to March 1987

**Animations** Some animations made with Aegis Animator. Includes a player program. Author: Aegis Development

**ARCRe** Creates rename scripts so that files with long names can be easily archived and de-archived correctly by "arc". Author: John Hoffman

**Arp** Some preliminary programs from a program started on BDX by Charlie Heath to replace all the BCPL AmigaDOS programs with assembly equivalents. Includes "break", "cd", "chmod", "echo", "filenote", and "makedir". : Charlie Heath and Scott Ballantyne

**Compiler** An optimizing C compiler for the 68000. Has successfully compiled itself on a 68000 based UNIX system V machine, but has yet to be fully ported to the Amiga. It will currently produce assembly output for simple C routines on the Amiga, but needs lots of work to be really useful as anything other than a learning tool for budding compiler guru's. Author: Matthew Brandt

**SpreadSheet** A simple "Visicalc-like" spreadsheet calculator. Also known as "vc" but there is currently a debate about whether or not that name is a registered trademark. The version on FF36 was based on an earlier version of the same source. This release also includes source code. Author: James Gosling, Mark Weiser, and Bob Bond. Amiga port by Dave Wecker

**TarSplit** A port of the OS/9 program that extracts files from UNIX tar archives. Author: James Jones. Amiga version by Mike Meyer.

**UUencode** Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by approximately 35% for transmittal. This release is an update to the version on FF38, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uudecode. Author: Mark Horton with mods by Alan Rosenthal

### •Fred Fish Disk 54•

Released March 18, 1987

**Hanoi** Classical demo program for recursion. Solves the towers of hanoi problem in a workbench window of its own. Author: Ali Ozer

**ISpell** A quick and dirty port of a UNIX version of a freely distributable screen oriented, interactive, spelling checker. I use the UNIX version daily and it





## The Fred Fish Collection

is very nice. You will need expansion RAM to run this with the supplied dictionary, as it loads the entire 300K hashed dictionary into memory. A hard disk is also recommended. Author: Pace Willisson

**Ing** The next step in the "boing wars". Turns a nice screenful of little windows into a screen of lots of bouncing little windows. Cute! Author: Leo 'Bols Bhac' Schwab

**Lav** A "title bar type" program that displays the number of tasks in the Amiga's run queue, averaged over the last minute, 5 minutes, and 15 minutes. Presumably inspired by, and named after, the BSD "load average" program. Author: William Rucklidge

**MidiTools** Simple programs to play and record through the MIDI I/F. Untested (I have no MIDI hardware). Author: Fred Cassirer

**MoreRows** A program to make the workbench screen larger than normal. The number of additional rows and columns are set via command line arguments. Author: Neil Katinand Jim Mackraz

**Tilt** Another of Leo's cute little toys. This one makes your Amiga look like it didn't pass Commodore's vibration testing. Author: Leo Schwab

### •Fred Fish Disk 55•

Released March 18, 1987

**Csh** Version 2.05 of Matt Dillon's csh like shell, modified for Manx C Author: Matt Dillon, Manx'ified by Steve Drew

**NewStartups** A couple of new Cstartup modules. AStartup.asm is the source to AStartup.obj, with 1.2 fixes and better quote handling. TWStartup.asm is like AStartup.asm but opens a studio window, using a user supplied window specification, when executed from workbench. Author: Commodore, posted to BIX by Carolyn Scheppner

**Palette** A tool which allows you to change another program's custom screen colors. Based on Charlie Heath's palette program from FF1. Author: Carolyn Scheppner

**PipeDevice** A working 'pipe:' device, which allows the standard output of one process to be fed to the standard input of another process, with both processes running concurrently. Author: Matt Dillon

**ScreenSave** A program to save a normal or HAM mode screen as an IFF file. Also creates an icon for the saved file. Author: Carolyn Scheppner

**ShangaiDemo** Demo version of the Activision game "Shangai". Submitted directly by Activision for inclusion in the library.

**SoundExample** A double buffered sound example for Manx C using 16-bit ints, small code, and small data. Author: Jim Goodnow

**Vsprites** A working vsprite example. Author: Eric Cotton

**Vt100** Version 2.6 of Dave's vt100 terminal emulator with kermi and xmodem file transfer. It just keeps getting better and better. Author: Dave Wecker

### •Fred Fish Disk 56•

Released March 18, 1987

**Clipboard** Clipboard device interface routines to provide a standard interface, such as Open, Close, Post, Read, Write, etc. Author: Andy Finkel

**ConPackets** Demos the use of DOS packets, finding the Window pointer and ConUnit pointer of

the CLI window, toggling Raw mode, getting cursor position and limits from the ConUnit, and ESC-sequence cursor positioning. Author: Carolyn Scheppner

**GetDisks** Sample program to find all available disk device names and return them as a simple exec list. The list is made of named nodes, with the name being the device name. Author: Phillip Lindsay

**GetVolume** Sample program to get the volume name of the volume that a given file resides on. Works on any device, even the RAM: device. Author: Chuck McManis

**Icon2C** Reads an icon file and writes out a fragment of C code with the icon data structures, for inclusion in a larger program. Author: Carolyn Scheppner

**MergeMem** Program which attempts to merge the MemList entries of sequentially configured RAM boards. When successful, allows allocating a section of memory which spans board boundaries. Author: Carolyn Scheppner

**mCAD** An object-oriented drawing program, version 1.1. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. This shareware program was submitted by the author. Author: Tim Mooney

### •Fred Fish Disk 57•

Fred Fish 57 has been replaced with Fred Fish 97

### •Fred Fish Disk 58•

Released March 18, 1987

**ASDG-rdd** Extremely useful shareware recoverable RAM disk. This AmigaDOS device driver implements a completely DOS compatible disk device in memory that survives resets, guru's, and crashes. An absolute must for those with lots of RAM. Binary only. Author: Perry Kivolowitz, ASDG Inc.

**BigView** Displays any IFF picture, independent of the physical display size, using hardware scroll. Default display size is 320 by 200 in lo-res; HIRES or LACE attributes added if user width/height exceeds low resolution boundaries. Includes source. Author: John Hodgson

**EGraph** Egraph reads pairs of x and y values from a list of files and draws a formatted graph. Supports four unique curve fonts; solid curves, dashed curves, dotted curves, and long dashed curves. The maximum number of data points is unlimited. Has globs of options. Binary only. Author: Laurence Turner

**HyperBase** Nice little shareware database management system. Version 1.5. Binary only, source available from authors. Author: Michael MacKenzie, Marc Mengel, and Craig Norborg

**MemClear** Walks through the free memory lists, zeroing free memory along the way, and coalescing memchunks that have contiguous address spaces. Includes source. Author: John Hodgson

**NewZAP** A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. Version 3.0, includes source. Author: John Hodgson

**RainBow** Marauder-style rainbow generator. Installs a user copper list such that the background color is changed every few scan lines. Includes source. Author: John Hodgson

**SmusPlayers** Two SMUS players, to play SMUS IFF music formatted files. Executables only. Author: John Hodgson

**View** A tiny ILBM viewer, for use with either the CLI or WorkBench. Includes source. Author: John Hodgson

**WBDump** JX-80 optimized workbench printer that does not use DumpRPort. Much more efficient than the Amiga JX-80 driver for fullscreen dumps Includes source. Author: John Hodgson

### •Fred Fish Disk 59•

Released April 11, 1987

**Browser** Another version of the browser program released on disks number 18 and number 34. Includes some bug fixes and enhancements. Includes source. Author: Mike Meyer, enhancements by Mark Schretlen

**Browser2** This browser type program is apparently not based on the original Mike Meyer version. Binary only. Author: Dan Green

**Clock** Another clock program, comes in several flavors depending upon features desired, which include using alternate fonts, using alternate colors, setting the time, etc. Binary only. Author: Mark Waggoner

**Dme** Version 1.22 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary keymapping, fast scrolling, title-line statistics, multiple windows, and ability to iconify windows. Author: Matt Dillon

**DropCloth** Dropcloth replaces the standard blank WorkBench backdrop with a pattern, of settable intensity. Binary only. Author: Eric Lavitsky and Perry Kivolowitz

**DropShadow** A program that makes your WorkBench windows have dropshadows. Neat. Binary only. Author: Jim Mackraz

**FixWB** A program similar to "DropCloth" (also on this disk), but not fully working yet. At least this one is provided in source, so you get your choice of a working one in binary or a nonworking one in source. Sigh. Author: Leo Schwab

**mCAD** An object-oriented drawing program, version 1.2.2. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. This shareware program was submitted by the author. Many improvements over the version released on FF56. Binary only. Author: Tim Mooney

**Robotroff** Another of Leo's cute little display hacks. This one has a definite attraction to pointers (don't want to spoil the surprise) Author: Leo Schwab

**Supermort** A general compounding/amortization routine, using the intuition environment, which can be used for mortgage/loan computations. Binary only. Author: Mark Schretlen

### •Fred Fish Disk 60•

Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released April 11, 1987



# The Fred Fish Collection



**Blitz** Blitz is a small program that is designed to be loaded into memory and that sits in the background until activated by its hot key. It allows you to view a text file, much like a TYPE command, only that it lets you move forwards and backwards through the file. Its screen updates are blitz'n. Binary only. Author: Hayes Haugen

**BlitzFonts** Blitzfonts makes text output up to 6 times faster, transparently to well behaved programs. It is also very small and written 100% in assembly for maximum speed. Binary only. Author: Hayes Haugen

**HandShake** Handshake is a full featured VT52/VT100/VT102 terminal emulator. The author has taken great pains to support the full VT102spec. This is version 1.20a, binary only. Author: Eric Haberfellner

**Med** Yet another Amiga text editor. This one lets you edit up to 36 files simultaneously and makes extensive use of the mouse. This is version 2.1, binary only. Author: Francois Rouaix

**PrtDrvGen** Program to automatically generate custom printer drivers. Version 1.1, binary only, source available from author. Author: Joergen Thomsen

**Show** A nice, very small slideshow type program, version 2.1, binary only. Author: Andry Rachmat

**Uedit** Version 2.0 of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only. Author: Rick Stiles

**Ueturb** Example of extensive customization of Uedit to set up a nice development environment. Includes source. Author: Tom Althoff

## •Fred Fish Disk 61•

Released April 11, 1987

**ATPatch** A program which reportedly will patch the Amiga Transformer for operation under Workbench 1.2 (I don't have one so I couldn't test it). Includes source. Author: Philip Staub

**FillDisk** Disksalv has been known to find some rather interesting things in the free blocks of some production disks from companies that should know better. This little hack makes sure you don't get caught in the same trap, by scribbling the disk's free blocks in a totally safe manner. Includes source (all 20 lines of it). Author: Fred Fish

**LPatch** Patch for programs, such as 'Atom', with bad 1.0 Lstartup code, which abort during startup under 1.2 with 00038007 alert (can't open DOS library). Includes source. Author: Carolyn Schepner

**MicroEmacs** Version 3.8b of Daniel Lawrence's variant of Dave Conroy's microemcs. This version is greatly enhanced over the last version, distributed on FF22. For example, there is now a full extension language and support for a larger number of 68000 machines. Includes source. Author: DaveConroy, MANY enhancements by Daniel Lawrence

**PearlFont** A font similar to Topaz, but with smoothed out edges and more rounded characters. Author: Michael Portuesi

**Terrain** Program which demonstrates generation of good looking pseudo-random scenery. Includes source in Draco. Author: Chris Gray

**VSprites** Vsprite example from Rob's book "Programmers' Guide To The Amiga". Produces 28 VSprites on screen simultaneously, using only three distinct sets of colors. Includes source. Author: Rob Peck

## •Fred Fish Disk 62•

Released April 11, 1987

**Hack** This disk contains a port of the popular UNIX game "Hack", done by John Toebes and the crew at the Software Distillery. This is version 1.0.3D. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form "copy df0: to df1: all". This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named "Hack\_Game". I have elected to keep that name, rather than using the usual "AmigaLibDiskXX" convention for disks in my library, to avoid requiring users to rename the disk before using it.-Fred. Released April 11, 1987

## •Fred Fish Disk 63•

Released April 11, 1987

**Larn** This disk contains a port of the popular UNIX game "Larn", done by Edmund Burnette and the crew at the Software Distillery. This is version 12.0B. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form "copy df0: to df1: all". This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named "Larn". I have elected to keep that name, rather than using the usual "AmigaLibDiskXX" convention for disks in my library, to avoid requiring users to rename the disk before using it. Also note that, as distributed, this disk is only about 40% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special.-Fred

## •Fred Fish Disk 64•

Released April 11, 1987

**Amiga Developer's IFF disk** This is a copy of the Amiga Developer's IFF disk, received directly from Commodore-Amiga sources, with permission to place in the library and redistribute. It is an update to FF16, and is unchanged except the volume name has been changed to AmigaLibDisk64.Enjoy-Fred.

## •Fred Fish Disk 65•

Released April 11, 1987

**Bawk** Text processor inspired by the UNIX awk utility. Bawk searches files for specific patterns and performs actions for every occurrence of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. Unfortunately this version always gets a stack overflow no matter what the stack is set to, I haven't had a chance to find the bug. Includes source, so you can hunt for it. Looks like it could be a very useful utility for the Amiga. Author: Bob Brodt

**CloseWB** Simple program for use with MWB (also on this disk) to close a current WorkBench screen, and let you open WorkBench on a custom screen. Author: Matt Dillon

**Cookie** Fortune cookie program. Includes source. Author: Richard Stevens

**JTime** Detailed instructions, including schematics in IFF format, for building and installing a battery backed up real-time clock. The clock goes on the joystick port (aka mouse port 2). Author: Michael Keryan

**MenuBuilder** A program which automates the process of building menus. It takes a simple text file and generates a C source file with all the needed structures for linking with the rest of your program. This is version 1.0, and includes source. Author: A. Preston

**MWB** A program which will create a new 'WorkBench' screen and route by request OpenWindow calls meant for the WorkBench to these new screens. This allows you to run programs which normally open windows on the WorkBench screen to use a custom screen instead. Version 1.01, includes source. Author: Matt Dillon

**NewPackets** Tutorial downloaded from BITX C-A support section, which describes some new packets and structures in 1.2 AmigaDOS. Author: Carolyn Schepner

**PascalToC** A Pascal to C translator program which is supposed to correctly handle function, procedure, and most type declarations. However, this quick and dirty port didn't fare too well on even a simple little Pascal fragment from Software Tools in Pascal. I don't know if the problem is machine dependencies in the code or bugs. Looks like it could be useful with a little more work than I have time to put into it now. Includes source. Author: James Mullens, enhancements by Dan Kegel

**Prep** Version 2.1 of a Fortran preprocessor called 'prep', an alternative to rafort. Prep has better macro facilities, a concise shorthand for array and vector statements, all the standard flow control constructs forth, and is written in generic, portable C (I made no source changes). Includes source. Author: Roger Ove

**RunBack** A program that allows you to start another program which is independent of the CLI window. This is useful to start programs from your Startup-Sequence, load WorkBench, and then close the initial CLI (which could not be closed otherwise). Author: Charlie Heath, MicroSmiths

**SunMouse** Makes your mouse behave like the Sun Microsystems Sunwindows mouse. You no longer have to 'click' in a window to make it active. Just move the mouse pointer into the window and start typing. Version 1.0, binary only. Author: Scott Evernden

## •Fred Fish Disk 66•

Released April 11, 1987

**AmScsi** Preliminary documentation for a hardware project to build a SCSI controller board. The design does not support DMA or AUTOCONFIG'ing. Author: Rich Frantz

**Asm68k** Full featured macro assembler, version 1.0.1, binary only. Well documented. Author: W. Wesley Howe

**Assigned** Same code showing how to find out whether or not a name has been assigned (via the DOS ASSIGN command) before using it, thus avoiding the DOS Insert-Disk requester. Includes source. Author: Dan Green

**Dk** A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Author: Thomas Handel

**Flip** Seems like Leo's gems have inspired lots of people. This one is quite cute also. Written in assembler, includes source. Author: Mike Berro

**Foogol** Just what you've been waiting for, a foogol cross compiler for your Amiga that generates VAX assembly code. Now you can port all those Amiga foogol programs to your VAX! Seriously, foogol-IV is a tiny Algol like language and this is a compiler for it. Includes source. Author: Per Lindberg

**Free** Free returns the available free bytes on any storage device that AmigaDOS sees as a drive. A list of up to six drives is kept by the program and may





## The Fred Fish Collection

be cleared or added to at any time by the user. Includes source. Author: Tom Smythe

**MallocTest** A malloc/free test program that allocates and frees randomly sized pieces of memory with random lifetimes, and fills them with patterns that can be checked for corruption. Useful for beating on your vendor supplied memory management routines, or possibly as a poor man's memory test program. Includes source. Author: Neil Webber

**Melt** Another display hack from the master himself... Includes source. Author: Leo Schwab

**Nart** Another display hack from the master himself... Includes source. Author: Leo Schwab

**Purty** Provides an easy way to change some common printer settings via a small window with several gadgets. Binary only. Author: Charles Tyson

**RayTracer** A simple ray tracing program. It is capable of depicting up to 150 balls and a plane that is covered with a tiling of any bit mapped picture. Binary only and sparse documentation. Author: Friedrich Knauss, Steve Williams, Jim Horn and Mark Reichert

**SendPackets** Updated versions of the ASendPacket and SendPacket examples from FF35. A SendPacket is an example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with asynchronous AmigaDOS file I/O. SendPacket is a general purpose subroutine to send AmigaDOS packets. Includes source. Author: Phillip Lindsay

**SnapShot** A small utility for dumping screens. This one works like POPCLI and stays dormant until you press Ctrl-Esc. Binary only. Author: Francois Rouaix

**TagBBS** Version 1.02 of a shareware BBS system. Suggested shareware donation is \$25. Binary only. Author: Patrick Hughes

### •Fred Fish Disk 67•

Released April 11, 1987

**AmCat** Shareware disk cataloging program. Suggested donation of \$20. Binary only. Author: Brian Conrad

**AmigaSpell** Very nice intuition oriented shareware spelling checker, version 2.0, binary only. Author: Mike Berro

**Bouncer** A 3D simulation of a bouncing ball written in Creative Solutions' Multi-Forth, with source included. Author: Jon Bryan

**Comm** Another nice terminal program. Version 1.33, binary only. Author: DJ James

**Dux5** Latest version of directory utility which is a descendant of the original dirutil program by Chris Nicotra. Includes source. Author: Enhancements and fixes by lots of people

**HexCalc** Nice little hex/oct/dec/bin calculator and converter. Binary only. Author: Scott Ross

**Icons** A collection of some icons for general purpose programs and some particular programs. The "documentation" icon is particularly cute. Author: Jeff White

**Mandala** A mandala graphic program with sound, sort of Eastern music. Binary only. Author: Unknown

**PersMait** Demo version of shareware personal/personnel file manager. Includes list processing,

capability to run mailing labels, mail merge output feature, and more. Demo version is binary only and limited to input mode. Suggested donation of \$24 for the "real" version. Author: Breen and Associates

**RSLClock** Yet another nice little clock utility that can sit around in your title bar. Lots of options. Version 1.3, binary only. Author: Roy Laufer

**RTCubes** A little graphics demo that shows 16 3D cubes in a 3D space, all being translated, rotated, and drawn on the screen in real time. Binary only, takes over the machine, reboot to recover. Author: Ralph Russell

**Wheel** Nice little "Wheel of Fortune" type game, written in AmigaBASIC. Author: Hari Wiguna

### •Fred Fish Disk 68•

Released April 11, 1987

**MicroGNUMac** (MG 1b) To quote the "Read Me" file: This diskette contains the latest Amiga version of MicroGNUMac (MG 1b), a small but powerful text editor that also runs on many other computer systems besides the Amiga. One of MG's major goals is to be compatible with its "cousin" GNU Emacs, so certain features you may have seen in other versions of MicroEmacs may work differently here, or not exist. Hopefully, you'll find the added features MG provides to be worth the trouble it takes to make the switch. As well as the commands available on "all" systems MG supports, Amiga MG has many Amiga-specific features: the Amiga mouse (with 24 different functions!), Intuition pull-down menus, the Browser (a very nice way to select files), Amiga function keys, a full-screen editing window, and support for using a different text font in the editing window.

**MicroGNUMac** MicroGNUMac is based on the original work of Dave Conroy, author of the public domain v30 version. It has been greatly enhanced through the efforts of the following people: mwm@ucbopal.berkeley.edu Mike Meyer mic@ngp.utexas.edu Mic Kaczmarczik blarson@usc-eclb.arpa Bob Larson tech@daveb@sun.com Dave Brower (previous version). The current version is known to run on the following systems: 4.2 & 4.3 BSD UNIX, Sun 3.2 Ultrix-32 (BSD UNIX) OS9/68k VM Amiga System V Eunice Primos Cpm/68kAtari STA very nice job guys! Congratulations.

### •Fred Fish Disk 69•

Released May 8, 1987

**Asm68k** Full featured macro assembler, version 1.0.3, binary only. Well documented. Author: W. Wesley Howe

**BlitLab** Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. Includes source. Author: Thomas Rokicki

**Conman** A replacement console handler that provides line editing and command line history. Is completely transparent to any application program that uses CON: windows. Programs that use RAW: input are not affected. VERY useful. Shareware version 0.9, binary only (source to be available from author). Author: William Hawes

**Console** Console is a try at a new set of routines to get around some of the problems with the standard system routines, and includes some simple graphics routines. Includes source. Author: Jim Cooper

**Dk** A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Slightly newer than version on FF66. Author: Thomas Handel

**Frag** Reports the number of free blocks of size  $2^{(n-1)}$  to  $2^{(n-1)}$  for n up to 24 (blocks of max size 16Mb-1). Translation: Gives you some idea of how fragmented your free memory is. Includes source. Author: Mike Meyer

**IconType** Change the type of an icon after editing with IconEd. Types are Disk, Drawer, Tool, Project, Garbage, and Device. Includes source. Author: Larry Phillips

**Make** Public domain make from mod.sources, Volume 7, number 91. It has been cleaned up, Manx'ified, and some new features added, by Steve Walton. Includes source. Author: "caret@fairlight.OZ"

**MonProc** A simple program to allow you to monitor any process for packet activity. Includes source. Author: Phillip Lindsay

**MouseClock** Turns your mouse pointer into a digital clock with updates once per minute. Includes source. Author: John Hoffman

**Sb** Structure browser, that displays system structures via pointers found in other structures. You start from IntuitionBase and go from there. Version 1.0, includes source. Author: Nick Sullivan and Chris Zamara

**Spew** Program which generates amusing 'National Enquirer' type headlines. Works from a 'rules file' which describes how the headlines are to be constructed. Includes source. Author: Gregory Smith (original by "mark@pixar")

**Spool** The SPOOL system consists of 3 programs: A queue manager, a printer driver, and a SPOOL request program. The SPOOL system demonstrates the power of the Amiga's multitasking abilities in a very practical way. It makes extensive use of Amiga Exec's message passing facilities and list-handling primitives. Version 1.2, includes source. Author: Tim Holloway

**Wc** A "word count" program, ala UNIX's wc, that is faster because it doesn't count what you don't ask for, plus some other improvements. Includes source. Author: Steve Summit

### •Fred Fish Disk 70•

Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released May 8, 1987

**AmigaMonitor** Dynamically display the state of the machine, including open files, active tasks, resources, device status, interrupts, libraries, ports, etc. Display window into memory. Version 1.13, binary only (source available from author). Author suggests \$15 donation. Author: Jim Voris

**Arc** The ubiquitous compressing archiver program that has become the defacto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.23, a port of arc version v5.0, binary only. Author suggests \$35-\$50 donation. Author: System Enhancement Associates Amiga version by Raymond Brand

**BlackBook** Keeps track of those important phone numbers and addresses. Shareware, author suggests \$30 donation. Author: Craig Nelson

**DoTil** Lists, in alphabetical order, all files on any two directories, showing file size, creation date/time, and amount of free disk space. Also copies, renames, or deletes files and/or directories, and moves files from one directory to another. Version 2.0, shareware, author suggests \$15 donation. Author: Dan Franki



# The Fred Fish Collection



**GravityWars** The object of this game is for one player to hit the other player's ship with a missile, before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 1.03, shareware, author suggests \$5 donation. Author: Ed Bartz

**Jobs** An alternate user interface to WorkBench or CLI. Version 2.1, binary only. Author: John Sawaya

**Lens** This program magnifies a small area surrounding the pointer and displays it in a separate window. Version 1.0, binary only. Author: Ned Konz

**Life-3D** A 3D version of the classic cellular-automaton game. Shareware, author suggests \$20 donation. Version 1.2, binary only. Author: Bob Benedict

**Logo** A logo interpreter, with user interface like the Apple II logo. Shareware, author suggests \$5 donation. Author: Gerald Owens

**SetKey** Keymap editor, version 1.0 demo. Version without save function disabled is \$25. Binary only. Author: Charles Carter (CodeWorks)Vpg Video Pattern Generator. Creates displays useful for adjusting monitors and setting up live shots with center cross hair, frame, dots, H lines, V lines and an adjustable rectangle. Version 1.0. Author: Mike Bero

## •Fred Fish Disk 71•

Released May 8, 1987

**AirFoil** Airfoil generator utilizing the Joukowski transformation. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Author: Russell Leighton

**AmiBas** Some miscellaneous AmigaBASIC programs, including a 3D plot program, a kalcidoscope, a C-A logo drawing program, a file comparison utility, a string search program, etc. Includes source. Author: Peter Kittel

**Blocks** A variation of "lines", but with variable color blocks. Binary only. Author: Gary Walker

**Comm** Another nice terminal program. Version 1.34, binary only. Author: DJ James

**DiskX** A handy utility for poking around in the guts of an AmigaDOS file system. Binary only, but source available from author. Author: Steve Tibbett

**Epic** Epic is an image processing program, designed specifically to be used in conjunction with digitized (Digi-View) lo-res black & white IFF picture files. Provides several filters, including average, binary (threshold), clipblit, cross, Sobel, Roberts, pixelize, sharpen, and a user defined matrix. Also supports merging of two images, histogram, image compare, and remapping. Binary only. Author: Bob Bush

**IconMk** Iconmaker builds icons for files that were created without them. Version 1.2a, binary only. Author: Eric Levy

**Icons** Various new Icons from several sources. Author: Several

**NewFonts** Two new fonts; shalt18, an electronic circuit element font, and ibm5, a PC like font, different from that for Sidecar. Author: Peter Kittel

**PetCLI** An AmigaBASIC program that allows editing in CLI command lines (similar to the PET and MYCLI). Includes source. Author: Peter Kittel

**PWDemo** Demo version 1.2 of the commercial product.

**PowerWindows** PowerWindows aids in creation of custom windows, menus, and gadgets. It will write C or assembly source implementing these, for linking with your programs. Binary only. Author: Inovatronics Inc.

**Rot** Program which generates and displays 3D objects. Consists of two pieces, an object editor and an action editor. The object editor creates 3D objects and the action editor defines up to 24 3D views of an object (which can be quickly cycled to get an animation effect). Version 0.5, binary only. Author: C. French

**TimeSet** Handy little utility to set the system time from the workbench environment, without resorting to preferences. Binary only. Author: Unknown (DEH?)

## •Fred Fish Disk 72•

Released May 8, 1987

**ViewILBM** Program to view IFF pictures

**Cathy** A HAM picture of a pretty girl

**Sugar** A HAM picture of a blond girl

**Library** HiRES BW picture of an traditional structure

**Marilyn** HiRES BW collection of Ms. Monroe

**Wharves** HiRES BW tall ships in port

**Cartoon** HiRES Color fantasy humor

**ImLate** The White rabbit in HiRES color

**Jimmy** Disney's Jimmy The Cricket in HiRES color

**Legends** Fantasy Characters in HiRES color

**BambooTiger** BambooTiger in LoRes

**Garfield** Garfield in LoRes

**Guru** Guru fantasy in LoRes

**Morri** Morri in LoRes

**Vampire** Woman Vampire in LoRes

## •Fred Fish Disk 73•

Released May 8, 1987

**Add** Lets you create keyboard shortcuts for selection of menu items in programs where the author did not make provisions for such shortcuts, or chose ones that disagree with you. Also includes "until" which waits for a specific named window to be created. Shareware, includes source. Author: John Russell

**AutoIconOpen** Example code to fool WorkBench into thinking it is receiving mouse inputs that select and open icons. Includes source. Author: Tony Willis

**Dio** A module which makes it very easy to use EXEC devices, such as the 'serial.device'. It's generic and can be used with any EXEC device. It allows you to easily open libraries, get multiple IO channels for a device, read, write, do asynchronous operations, etc. Includes source. Author: Matt Dillon

**Dissolve** A program like ViewILBM, but the image slowly coalesces as pixels are added in random patterns. Inspired by an article in Nov 86 issue of Doctor Dobb's Journal by Mike Morton. Includes source. Author: Lee Robertson

**DTerm** Small, flexible, terminal program with intelligent data mapping, intelligent keyboard mapping, dynamic menus, intelligent command language, asynchronous IO, duplex control, and a state machine structure allowing you to build any automatic control structure you wish (from auto-

redial, sequence dialing, to auto-logon). Version 1.10, binary only. Author: Matt Dillon

**Expose** Program which will automatically cause all screen drag bars and screen depth-arrangers to become exposed. Sends a message to windows which obscure the screen drag bars, asking them to move down a pixel, and also to become smaller if necessary. Includes source. Author: John Russell

**Lit** Lit filters a file to stdout, showing all characters in an unambiguous format. Printable characters are printed as is, non-printable characters are printed in any of three representation formats. Version 2.0, includes source. Author: Donald Irving

**Lmv** This shareware program, submitted by the author, is called "Long Movie". It loads up to 100 IFF graphics files and displays them in forward or reverse order, at up to 19 frames per second, to create computer animations for VCR recording. Binary only, source available from author. Author: Jim Webster

**MouseOff** Mouseoff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. It will disappear again after 10 seconds of no mousing around. Includes source. Author: Denny Jenkins

**ParOut** An example that uses the parallel port resources (ciaa.resource and misc.resource) to access the parallel port directly. Compiled, but untested, since I have nothing hooked to mine. Includes source. Author: Phillip Lindsay

**PenPalFont** A font which will make your six year old feel right at home in a CLI window. Cute. Author: Burton Ogden

**RunBackGround** Ancient history, but when I went looking for it on my disks, it was apparently something I missed. This program performs a function similar to that performed by RunBack on FF66, but this one is in C rather than assembler. Includes source. Author: Rob Peck

**Snapshot** A small utility for dumping screens. This one works like POPCLI and stays dormant until you press Ctrl-Esc. Previous release on FF66 did not work with expansion RAM, this one does. Binary only. Author: Francois Rouaix

**TypeAndTell** Example program that demonstrates installation of an input device handler before the Intuition one. This example traps all keys typed by the user and pronounces them in real time. Includes source. Author: Giorgio Galeotti

**Xplor** A program that scans all the system lists that start in ExecBase and prints out their names and addresses at which they start. Includes assembly source. Author: Larry Phillips

## •Fred Fish Disk 74•

Released May 8, 1987

**Cled** A simple command line editor which allows you to edit your commands before and after they are processed. Uses the arrow keys and simple control sequence keystrokes for cursor positioning and editing tasks. Version 1.3, binary only. Author: Pat Empleo

**Control** Program which provides finer control over the printer device. When it sees a DUMPRPORT, it fires up a requestor and lets you play with the values being passed in the IO Request block. Includes source. Author: Andy Finkel

**Dme** Version 1.25 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers.





## The Fred Fish Collection

**It** is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF59. Binary only. Author: Matt Dillon

**DropShadow** A program that makes your WorkBench windows have drop shadows. Update to version on FF59, this one has slider gadgets to adjust the 3-dimensional distance between window planes and the shadow darkness. Neat, version 2.0, binary only. Author: Jim Mackraz

**Funds** AmigaBASIC program to track the prices of mutual funds or stocks. Includes source. Author: Bill Strack

**Less** Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.1, an update to the version on FF34. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian

**Makemake** Reads C source files and constructs a vanilla makefile in the current directory. Includes source. Author: Tim McGrath

**CAD** An object-oriented drawing program, version 1.2.4. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. Update to version on FF59. Shareware, binary only. Author: Tim Mooney

**Random** Simple random number generator in C. Includes source. Author: Gene Toole(?)

**TDebug** Monitor a device by intercepting the EXEC SendIO and DoIO vectors. This will give you most of the IO request information for any device. Version 1.00, includes source. Author: Matt Dillon

**Units** Units conversion program, including a chart option which allows you to create charts of conversions. Nifty. Includes source. Author: Gregory Simpson

**XCopy** A replacement for the AmigaDOS copy command. Preserves the file date, provides an "update only" option, and uses UNIX type wildcards. Binary only. Author: Lee Robertson

### •Fred Fish Disk 75•

Released June 6, 1987

**Bezier** Simple programs to allow you to fool around with Bezier curves, using the mouse to move the points that define the curve and a prop gadget to change the granularity of the curve generation loop. Includes source. Author: Matt Dillon

**BSplines** Simple program to fool around with B-SPLINES, ala the Bezier programs described above. Includes source. Author: Matt Dillon

**Comm** Source release for comm version 1.34. Last release on FF71 was binary only.

**Copy** A replacement for the AmigaDOS copy program that is upwardly compatible, plus includes some new features like date preservation. Version 1.0, includes source. Author: Jeff Lydiatt

**Diff** A simple version of diff. Includes source. Author: Erik Baalbergen

**Dum2** A version of the ever popular directory utility (dirutil) but this one is written in Modula 2 and

includes source. Dirutil is a program to wander around a directory tree and perform various operations on files. Version 1.5. Author: Greg Browne

**Eless** A faster directory lister, that also sorts entries and displays directories in the current cursor color (ala the Manx "ls" program). Includes source. Author: Leo Schwab

**Fd** A modified version of Leo's "eless" that processes an entire track at a time, to minimize rereading of blocks. Includes source. Author: Leo Schwab, enhancements by Stephen Vermeulen

**HardCopy** A neat little program that creates a hardcopy transcript of any CLI session (like the UNDX "script" program). Includes source. Author: David Cervone

**MouseOff** Enhanced and smaller version of MouseOff released on FF73. MouseOff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. Includes source. Author: Denny Jenkins, reworked by Tom Smythe

**SetFont** Program to change the font used by a workbench screen. Version 2.0, source included. Author: Dave Haynie

**SpeedDir** Another faster directory lister type program. This one uses the standard dir utility format for displaying directories. Written in assembler, includes source. Author: Bryce Nesbitt

### •Fred Fish Disk 76•

Released June 6, 1987

**Draco SYS I** Fred Fish Disk 1 of 2 of Chris Gray's Draco distribution for the Amiga. Please note: as distributed, this disk is only about 65% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special. Fred

### •Fred Fish Disk 77•

Released June 6, 1987

**Draco SYS II** Fred Fish Disk 2 of 2 of Chris Gray's Draco distribution for the Amiga. Please note: as distributed, this disk is only about 80% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special. Fred

### •Fred Fish Disk 78•

Released June 6, 1987

**Cycles** A simple but enjoyable game apparently inspired by the cycle game in the movie "Tron". Version 1.0, binary only. Author: John G. Gilmore

**EOMS** Experts Only Mercenary Simulator. A neat (and tough!) PD game that was originally developed for eventual commercial release but, for various reasons, the author decided to release as PD instead. So far my son has beat every other Amiga game I've got, both PD and commercial, but he gave up on this one. For serious game players. Binary only. Author: Daniel Cardenas

**MandelVroom** A new Mandelbrot picture generator with some neat features, including use of contour map making techniques that allow you direct control over coloration and recoloration in seconds, selectable fixed point or floating point computations, contour palette, picture presets, etc. Version 1.50, includes source. Author: Kevin Clague

### •Fred Fish Disk 79•

Released June 6, 1987

**AsmTools** Some CLI type tools, written in assembler (echo, load it, mounted, setlace, why). Includes source. Author: Bryce Nesbitt

**AssignDev** Assigns multiple names to a given device. For example, allows the names "df0:" and "df3:" to refer to the same physical device. Includes source. Author: Phillip Lindsay

**AuxHandler** Example of a DOS handler that allows use of a CLI via the serial port. Includes source. Author: Steve Drew

**Cmd** Cmd redirects the serial device or parallel device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Includes source. Author: Carolyn Scheppner

**Info** Replacement for the AmigaDOS info command. Includes source. Author: Chuck McManis

**Kill** Removes a task and as much of its resources as possible. Can close windows, unload process code, etc. Includes source. Author: George Musser

**M2Error** M2error can be used to display compile errors produced by the TDI Modula-2 compiler, like the m2error supplied by TDI. Includes source. Author: Richie Bielak

**MonProc** An enhanced version of the process packet monitoring program from FF69. Includes source. Author: Phillip Lindsay, enhancements by Davide Cervone

**Mounted** A little program to run from CLI scripts to find out if a disk is mounted or not. Includes source. Author: Peter DuSilva

**Nro** Another roff style text formatter. Includes source. Author: Unknown, posted to usenet by Alan Vymetalik

**ParTask** Example program for finding the parent task of your current task. Includes source. Author: Andry Rachmat

**QueryAny** Simple program for use in CLI scripts to query for yes/no decisions. Includes assembler source. Author: Mark Smith

**ScnSizer** Sets the preferences data for increasing the window bounds, and takes effect immediately. Includes source. Author: Thad Floryan

**SharedLib** Working example of how to build a shared library. Includes source. Author: James Syng

**Task** Simple example of how to use CreateTask. Includes source. Author: Carolyn Scheppner

**Uw** UNIX Windows client for the Amiga. Version 1.00, includes source. Author: Michael McInerney

**Who** Lists tasks on the ready and wait queues. Includes source. Author: George Musser

### •Fred Fish Disk 80•

Fred Fish 80 has been replaced by Fred Fish 90 due to publication problems.

### •Fred Fish Disk 81•

Released July 8, 1987

**Asm68k** Full featured macro assembler, version 1.1.0, binary only. Well documented. Author: W. Wesley Howe

**AutoFacc** Autofacc automatically shrinks the ASDG FACC window and moves it to the back. Also allows the number of buffers to be increased or decreased. Most useful from the Startup-Sequence file while booting. Binary only. Author: Andry Rachmat

**Brushes** Contains 53 custom brushes for use in DPaint while drawing schematics. Includes things like resistors, capacitors, gates, transistors, IC pacs, etc. Author: Jim Lee



**CheckIFF** Program to check the structure of IFF files and report any problems. Binary only. Author: Unknown

**Cled** A simple command line editor which allows you to edit your commands before and after they are processed. Uses the arrow keys and simple control sequence keystrokes for cursor positioning and editing tasks. Update to version on FF74, this is version 1.4, binary only. Author: Pat Empleo

**Conman** Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 0.99B, binary only. Author: William Hawes

**Fonts** Several miscellaneous new fonts for your enjoyment. Author: (Several)

**Icon** Version 6.0 of the public domain implementation of Icon from the University of Arizona. Binary only. Author: Ralph Griswold, Cary Coutant, Steve Wampler, et al. Amiga port by Scott Ballantyne

**KeyLock** Freezes the keyboard and mouse until the correct password is typed. Protection against inquisitive kids, cats, and other lifeforms. Binary only. Author: Andry Rachmat

**Scat** Another display hack, created from Leo Schwab's "Ing" display hack. Binary only. Author: Stephen Pietrowicz

**Smush** Another display hack, feed it an IFF file and see what happens. Binary only. Author: Hobie Orris

**Target** A little program which takes over the mouse pointer and turns it into a gunsight. Pressing the mouse button flashes the pointer and gives a gunshot. Version 1.23, binary only. Author: Matt Fruin and Michael McCarty

### •Fred Fish Disk 82•

Released July 8, 1987

**Adventure** A port of the classic Adventure game originally by Will Crowther and Don Woods. Has been extended to a 550 point version. Also speaks as it prints (though I found this feature annoying). Minimum 512K recommended. Binary only. Author: David Platt, Ken Wellsch, Dave Haynie

**AmicTerm** A new terminal/communications program based on Dan James' "comm" program, but greatly enhanced. Includes a script language, auto redialing, choice of display beep or audible beep, enhanced file requester, and more. Version .50 (beta), binary only. Author: David Salas and Albert Kirk

**D2D-Demo** Demo version of Disk-2-Disk from Central Coast Software (submitted by George Chamberlin). Binary only. Author: Central Coast Software

**DX-Synth** Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Update to "VoiceFiler" released on FF38. Binary only. Author: Jack Deckard

**DiskMan** Another "disk browser and/or dirutil" type program. Version 1.0, binary only. Author: Greg Cunningham

**Icons** Miscellaneous new disk, directory, and file icons, including John Olsen's great "fishdisk" icon (thanks John). Binary only. Author: Several

**Panel** A universal MIDI patch panel that allows MIDI parameter info to be sent from the Amiga to any

MIDI device that can accept param info Version 1.2, binary only. Author: David Weinbach

**Rocket** Another interesting Workbench display hack. This one is really a game in disguise. Binary only. Author: Peter daSilva

**Sand** This program has "magnetic grains of sand" that follow the pointer wherever it goes. Cute. Binary only. Author: Eric Vaughan

### •Fred Fish Disk 83•

Released July 8, 1987

**TeXDemo** A demo version of TeX, ported to the Amiga by Tomas Rokicki. I have added "less" to read the text files. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using xcopy, which preserves the file dates. This insures that disk fragmentation is kept to a minimum. In order to make room for the files I have added, I have compressed the file TeX/inputs/amigatex.tex using a version of compress (compress.b13) that should run on any standard 512K amiga. This version of compress is found in c:/compress.b13. To recover the original file, execute the commands: cd AmigaLibDisk83:TeX/inputs :c/ compress.b13 <amigatex.tex.Z >ram:amigatex.tex -d.

Since this is a demo version of Tom's commercial product, it has several limitations that let you get the flavor of the real thing but encourage you to buy the commercial version. These limitations include TeX being limited to processing only small files, the previewer being limited to displaying ten pages or less, and only a small number of fonts being provided. The full version of AmigaTeX comes on eight floppies and will handle larger documents than most mainframe versions of TeX. See the text/README file for further info.-Fred

### •Fred Fish Disk 84•

Released July 8, 1987

**AudioTools** Demo programs from Rob Peck's article in the July/August issue. Author: Rob Peck

**BlitLab** Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. This is version 1.2, an update to the version released on FF69. Includes source. Author: Tomas Rokicki

**Ed** An editor based on the editor described in the original Software Tools book. It is very similar to the UNIX "ed" editor, but not identical. Includes source. Author: Brian Beattie

**GravityWars** The object of this game is for you to hit the other player's ship with a missile before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 1.04, shareware, author suggests \$5 donation. This is an update to the version on FF70, and includes source in Modula-2. Author: Ed Bartz

**HunkPad** Two programs to help reduce problems with padding added by xmodem transmission. Author: J. Hamilton and Aaron Avery

**PipeHandler** An AmigaDOS pipe device which supports OPEN, CLOSE, READ, WRITE, LOCK, EXAMINE, and EXNEXT. Thus you can have "named pipes". It also supports "taps" on a pipe, to capture all data flowing through the pipe. Version 1.2, includes source. Author: Ed Puckett

**PopCLI** Provides a simple way of starting another CLI at any time without having to load workbench or exit whatever program you may be using. Also has a built in screen saver mode that automatically blanks the Amiga console screen when there has

## The Fred Fish Collection



been no input for a specified period of time. Version III, an update to the version on FF40. Includes source. Author: John Toebes

**Requester** A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. This is an update to the version released on FF34. Includes source. Author: Kevin Clague, enhancements by Randy Finch

**ScottDevice** A mountable MicroForge SCSI driver. Supports one SCSI buss device with two hard disk units attached to it. Version 33.1, includes source. Author: Scott Turner

**Viacom** Another of Leo's amusing little hacks. Sort of a political statement regarding the quality of service of a certain San Francisco area cable TV service. Includes source. Author: Leo Schwab

### •Fred Fish Disk 85•

Released July 8, 1987

**Csh** Version 2.06 of Matt Dillon's csh like shell, modified for Manx C. Includes source. Author: Matt Dillon, Manx'ified by Steve Drew

**FileReq** Another file requester, but this one also has a fast pattern matching capability. Includes source. Author: Peter daSilva

**Hide** A small utility to allow you to run old or ill-written applications on systems with expansion RAM. When hide is running, all memory allocations take place in chip memory. Somehow, something like this missed making it onto my earlier disks. Binary only. Author: Francois Rouaix

**ImageTools** A set of shareware tools, submitted by the author, to do various manipulations on IFF images, including comparison of the color palettes of a pair of IFF images, filtering an IFF image in various ways, producing a color usage frequency chart for an IFF image, reducing the size of an IFF image to produce a miniature to use as an icon, converting an icon to an IFF image, and recoloring an IFF image using the palette of a second image, in a least squared error fashion. Shareware, binary only. Author: Stephen Vermeulen

**LowMem** Another fine freely redistributable product from ASDG. This one is a low memory server, which is a compact shared library which allows arbitrary processes to register their desire to be notified of impending memory shortages. This allows good citizen programs to free up memory that they may not need, so other programs can use it. Binary only. Author: Perry Kivolowitz

**Plot6** A star plotting program. Short on documentation and user friendliness, but interesting nevertheless. Also includes source. Author: Darrin West

**RawIO** Example of how to set your standard input to what is commonly known as "raw" and/or "CBREAK" mode on UNIX systems. Includes source. Author: Chuck McManis

**Rocket** Another interesting Workbench display hack. This one is really a game in disguise. It is the same as the one on FF82, but also includes source. Author: Peter daSilva

**VMore** A shareware program, submitted by the author, that is a "more" like text file viewing utility that can be run on multiple files from either the Workbench or the CLI. Version 1.00, includes source. Author: Stephen Vermeulen

**Vnews** A simple news file reader, that will read all the news files in a specified directory, optionally starting with a specified file. Includes source. Author: Stephen Vermeulen





## The Fred Fish Collection

### •Fred Fish Disk 86•

Released July 8, 1987

**AutoPoint** Autopoint serves two functions: It automatically selects the window underneath the mouse pointer and it provides a very nice screen saver facility. Binary only. Author: Jude Katsch

**ClickToFront** extends the user-interface so that a double-click into a window brings it to the front. Now as long as you can see any part of a window you can bring it to the front without having to hunt for the page gadgets. Version 1.1, includes source. Author: Bryce Nesbitt

**Cmd** Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 3, includes source. Author: Carolyn Schepner

**FileISG-Demo** A demo version of Softwood File ISG, a database manager with sound and graphics. Also includes a database of previously released disks in this library, courtesy of Stan Spence. Binary only. Author: Woody Williams and Donald Brady

### •Fred Fish Disk 87•

Released July 8, 1987

**AdvSys** An adventure writing system, as described in the May 1987 issue of Byte magazine. AdvSys is a special purpose programming language that was specifically designed to be used to write computer text adventure games. Version 1.2, binary only. Author: David Betz

**AutoIconOpen** Example code to fool WorkBench into thinking it is receiving mouse inputs that select and open icons. This is version 1.2, an update to the version on FF73. Includes source. Author: Tony Wills

**Claz** Converts IFF picture files to POSTSCRIPT. Works with Amiga HAM pictures, as well as "normal" pictures. Also includes scaling. Version 2.0, includes source. Author: Steve Ludtke

**Commodities** Commodities Exchange, an Amiga exec library which can be opened and used by application programs to gain access to input in a very flexible way. This is a "minimal, binary only" copy. Source may be available on a future disk. Version 0.4. Author: Jim Mackraz

**Diff** A simple version of diff. Update to version on FF75, includes source. Author: Erik Baalbergen

**Dme** Version 1.27 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF74. Binary only. Author: Matt Dillon

**DropShadow** A program that makes your WorkBench windows have drop shadows. This is version 2.0, the same as on FF74, but also includes source. Author: Jim Mackraz

**Elib** Example of building a shared library using small model Manx C. Includes source. Author: Jim Mackraz

**ID-Handler** An AmigaDOS device handler, that generates unique identifiers. Generates a new unique 16 digit decimal number each time it is opened by an application. Version 1.0, includes source. Author: Ed Puckett

**Install Two** Possible replacement versions of the standard install program (to make a disk bootable). Includes source. Author: Bryce Nesbitt and Scott Turner

**MemWatch** Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Version II, includes source. Author: John Toebe

**MovePointer** Moves the pointer to any specified location on the screen, specified by X-Y coordinates. Includes source. Author: "Cewy"

**MoveWindow** Move a named window to any arbitrary X-Y coordinate and possibly resize it at the same time. Includes source. Author: "Cewy"

**MunchingSq** Leo's "Munching Squares" hack, now upgraded to take a single argument for a seed value. Includes source. Author: Leo Schwab

**PalTest** Example code of how to determine dynamically whether or not you are running on a PAL machine. Includes source. Author: Christof Bonnkirch

**Sc** Program which demonstrates generation of good looking pseudo-random scenery. Includes source in C (translated from Draco version on FF61). Author: Chris Gray

**Tek4695** A Tek4695 printer driver. Binary only. Author: Philip Staub

**WBDualPF** An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Fixed version of copy released on FF41. Includes source. Author: Jim Mackraz

**WarpText** Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast, or faster than, "blitz". Includes source. Author: Bill Kelly

**Yaliff** Yet Another IFF Reader. Handles HAM, Hires, and overscan, includes source. Author: Leo Schwab

**Zoo** A file archiver much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). Version 1.42A, binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

### •Fred Fish Disk 88•

Fred Fish 88 has been replaced by Fred Fish 89 due to publication problems

### •Fred Fish Disk 89•

This disk replaces FF88, which was pulled from circulation due to the redistribution status of files in the directory "snap". If you encounter a FF88 in circulation, please advise all parties concerned that the disk should be erased immediately. Released August 4, 1987

**AutoEnquirer** An example of a screen contraption that is like a requester except that it's not quite as demanding, goes where you want to put it, and remembers where it was put. Includes source and Manx'ified version of Chris Gray's fractalish terrain generator as a demo. Author: Howard Hull

**DEMolition** Another neat little display hack. In the spirit of these things, ya gotta run it to find out what it does. Includes source. Author: Kriton Kyrimis

**DirMaster** A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. Includes sample database of some disk libraries. Version 1.0a, binary only. Author: Greg Peters

**FuncKey** A shareware function key editor, submitted by the author for inclusion in the library. Version 1.01, binary only (source available from author). Author: Anson Mah

**MFF-Demo** Demo copy of the MicroFiche Filer program from Software Visions Inc. The MicroFiche File is a full-powered database program for manipulation of text, numbers, and pictures. It uses the microfiche metaphor for dealing with your data graphically. This is a full production version except that the save option has been disabled. Includes a sample database of my disk library. Binary only. Author: Gary Samad

**Screenshift** Screenshift is a small program that allows you to adjust the position of the screen on your display, just like the preferences function. Works from CLI or WorkBench. Includes source. Author: Anson Mah

**Snake** A variant on the old "bouncing lines" program, this one uses multiple vertices and Bezier splines. Includes source. Author: KABjorke

### •Fred Fish Disk 90•

Fred Fish 90 replaces Fred Fish 80, which was pulled from circulation due to the redistribution status of files in the directory "tools". If you encounter a FF80 in circulation, please advise all parties concerned that the disk should be erased immediately. Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released August 4, 1987

**AmiGazer** Compute a view of the night sky, using a database of 1573 stars, for any date, time of day, and latitude. Click on stars for info about them. Binary only. Author: Richard Horne

**CardFile** Study aid card file program written in AmigaBASIC. Useful for organizing small blocks of data, such as can be done with a 3X5 card file system. Binary only. Author: James Parks

**Conman** Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. Version 0.98B, binary only. Author: William Hawes

**IMandelVroom** A slightly modified version of Kevin Clague's mandelbrot program (on FF78) that uses his "ring detector" to draw an approximation of the interior strange attractor contours. Binary only (with patches for original source). Author: Kevin Clague, enhancements by Howard Hull

**NewDemos** Some new demos, including replacements for the standard "lines" and "boxes" demos, that use only a few percent of the CPU time, so it is reasonable to have lots of them running simultaneously to demo multitasking. Binary only. Author: Steve Koren

**Othello** Othello game, binary only. Author: Matthew Bellew

**PrintText** Program to display ASCII text files on the screen with scrollbar, arrow gadgets, automatic word-wrap, a search function, speech, IFF picture loading, and online help. Version 1.2, binary only. Author: Opher Kahane

**PrtDrvGen** Program to automatically generate custom printer drivers. Version 2.2b, binary only, source available from author. Author: Joergen Thomsen

**RainBench** Simple program which cycles the hardware color register to get an interesting effect on



your workbench screen. Binary only. Author: Brendan Keliher

**ShortCut** A utility that collects keystroke sequences and allows you to replace them with a single key stroke. Binary only. Author: Opher Kahane

**ShowPrint** A full-feature IFF picture file screen dump utility. Can display and print all sizes of pictures including those larger than the screen. Allows adjustment of printer output in three modes: ASPECT, FULL, and CUSTOM output. Print vertically or horizontally, in B&W, grey scale, or color, etc. Binary only. Author: Brian Conrad

**Sizzlers** A series of graphics demo programs. Version 1.7.0, binary only. Author: Greg Epley

**SpaceAceDemo** Shareware shoot-em-up spaceship game. Binary only. Author: Stephen McLeod

**Timer** Creates a small window containing a timer. Version 1.5, binary only. Author: Bill Beogelein

### •Fred Fish Disk 91•

Released September 8, 1987

**ADL** This disk contains a distribution of ADL (Adventure Definition Language). ADL is a superset of an older language named DDL, by Michael Urban, Chris Kostanick, Michael Stein, Bruce Adler, and Warren Usui. ADL enhancements were made by Ross Cuniff, who submitted this material for inclusion in the Fred Fish library. The standard library files "GeneralInfo", "Contents", and "Distribution", along with their associated icons, have been added to the disk. The directory 'c' has been added, along with a very nice text reader program called "less", which is the default tool for reading all the text files for which there are icons. Included here are the sources to the ADL compiler, interpreter, and debugger. The binaries were compiled by Ross with the Lattice 3.03 compiler. Ross noted in his letter that currently ADL is a CLI environment program only, but that he hopes to offer a more Amiga'ized version in the future. Also, the stack size should be set to at least 10000 before attempting to run ADL.

### •Fred Fish Disk 92•

Note that none of the programs on this disk can be used from the workbench, thus they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

**As6502** Contains a portable 6502 assembler, including source in C. Author: J. Van Omum; Amiga port by Joel Swank

**Bawk** Text processor inspired by the UNIX Bawk utility. This is an update to the copy released on FF 65. Bawk searches files for specific patterns and performs actions for every occurrence of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. Includes source in C. Author: Bob Brodt; Amiga port by Johan Widen

**HunkPad** HunkPad pads an object file out to where it is exactly a multiple of 128 bytes, thus making it immune to having garbage appended on to the end of it by xmodem type file transfer protocols. Version 2, includes source. Update to version released on disk 84. Author: J. Hamilton

**Less** Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.2, an update to the version on FF74. Includes source. Author: Mark Nudelman; Amiga port by Bob Leivian

**Ndir** Library that implements the BSD UNIX directory access routines (opendir, closedir, readdir, etc.). Includes source in C. Author: Mike Meyer

**Parse** A recursive descent expression parser that parses expressions, computes the expression value, and prints it. Includes support for some built in transcendental functions. Includes source in C. Author: John Olsen

**Shar** Two programs to pack and unpack shell archives on the Amiga. Shell archives are the traditional Usenet method of bundling multiple text files for posting as a unit or for sending via electronic mail. Includes source in C. Author: Fabbian G. Dufoe

**SmallLib** A replacement for amiga.lib that is about 8 times smaller. Binary only. Author: Bryce Nesbitt

**UUencode** Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by approximately 35% for transmittal. This release is an update to the version on FF53, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uudecode, plus a file size test modification that is transparent to older uudecodes. Author: Mark Horton with mods by Alan Rosenthal and Bryce Nesbitt

### •Fred Fish Disk 93•

Note that none of these can be used from the workbench, thus they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

**Dme** Version 1.27 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF87 (which was binary only). This release also includes source. Author: Matt Dillon

**MicroEmacs** Version 3.8i of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on disk 61. Includes source. Author: Dave Conroy, MANY enhancements by Daniel Lawrence

### •Fred Fish Disk 94•

Note that none of the programs of FF 94 can be used from the workbench, they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

**AudioTools** Demo programs from Rob Peck's article in the July/August issue of Amiga World on accessing the audio device. This is version 2, an update to the release on FF84. Includes source. Author: Rob Peck

**ClickUpFront** ClickUpFront is another program, similar in function to the ClickToFront program from disk 86, that allows you to bring any window to the front simply by double-clicking in any part of it. Version 1.0, includes source. Author: Davide Cervone

**HeliosMouse** Another "sunmouse" type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.0, includes source. Author: Davide Cervone

**Iff2Ps** A program to convert any IFF file to postscript for printing or viewing on a postscript compatible device. Version 1.2, binary only. Author: William Mison and Sam Paolucci

**ModulaTools** Various useful routines for those programming in Modula on the Amiga. Binary only. Author: Jerry Mack

**Terrain 3D** Program which demonstrates generation of good looking pseudo-random scenery. This version is a derivative of "sc" distributed on disk 87, but now displays terrain in 3D relief. Includes source. Author: Chris Gray; 3D version by Howard Hull



### •Fred Fish Disk 95•

Released September 8, 1987

**Cmd** Cmd redirects the serial device or parallel device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 4, includes source. Author: Carolyn Scheppner

**CygnusEdDemo** Demo version of CygnusEd, an editor from CygnusSoft Software. CygnusEd supports simultaneous editing of multiple files, multiple views of the same file, very fast display, margins, word-wrap, status-lines, insert/overwrite mode, online help, soft scroll borders, screen overscan, adjustable tab size, macros, text formatting options, block/line/word cut/copy, and more. Also includes demo 3.0 version of MandFXP. Binary only. Author: CygnusSoft Software

**Gomf** Gomf stands for "Get Outa My Face", a phrase many a programmer has mumbled when a Guru alert appears unexpectedly. This interesting little program can generally make the Guru go away and allow you to clean up and shutdown more cleanly. Version 1.0, binary only. Author: Christian Johnsen

**Journal** Journal is a program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back with another program, also supplied, which causes the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. Version 1.0, binary only. Author: Davide Cervone

**MergeMem** Program which attempts to merge the MemList entries of sequentially configured RAM boards. When successful allows allocating a section of memory which spans board boundaries. This is version 2, an update to the version released on disk 56. Includes source. Author: Carolyn Scheppner

**PrinterStealer** A program similar in function to "Cmd" that allows diversion of output destined for the printer to a file for future output or debugging purposes. Binary only, source available from authors. Author: Alex Livshits and J-M. Forgeas

### Record-Replay

A program, similar in function to "Journal", that records and plays back mouse and keyboard events. Binary only, source available from authors. Author: Alex Livshits and J-M. Forgeas

### •Fred Fish Disk 96•

Released September 8, 1987

**AnimPlayer** An animation reader and display that is the result of a consortium of animation software developers, which includes the authors of Videoscape, Sculpt3D, Silver, Forms-in-Flight, and Animator Apprentice. Includes source. Author: Martin Hash et al.

**Chess** A port of a chess game posted to Usenet. Still uses a "curses" type interface, so it needs to be Amiga'ized. According to Bob Leivian, it plays a better game than some of the commercial Amiga chess games. Version 1.0, includes source. Author: John Stanback; ported to Amiga by Bob Leivian

**HackBench** HackBench provides the source for a WorkBench-like program, for experimentation and validation of new interface ideas. It is not intended to be an actual WorkBench replacement. Author: Bill Kinnersley

**Label** Simple program to print labels with arbitrary text. Version 1.3, binary only, but source available from author. Author: Mike Hansen





## The Fred Fish Collection

**LineDrawer** Makes a line drawing based on drawing commands stored in a text file. Includes a demo that draws an outline map of the USA and state borders. Version 1.0, includes source. Author: John Olsen

**PopUpMenu** Example code implementing pop-up menus that are reasonably compatible with Intuition menus. Includes source. Author: Derek Zahn

**Tek4695** A Tektronix 4695/4696 printer driver. Includes source. Author: Philip Staub

**TimeRAM** A program to test the access speeds of Fast and Chip RAM. Binary only. Author: Bruce Takahashi

**WarpText** Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast or faster than, "blitz". This is an update to the version released on FF 87. Version 2.0, includes source. Author: Bill Kelly

### •Fred Fish Disk 97•

Released September 8, 1987

This disk replaces FF 57, which was pulled from circulation because of questions about the redistribution status of material in the "Ogre" subdirectory (replaced with "shm"). If you encounter a disk number 57 in circulation, please advise all parties concerned that the disk should be erased immediately. Below is a listing of the significant directories on this disk, and their contents. Released September 8, 1987

**CutAndPaste** Public domain implementations of the UNIX cut and paste commands. Includes source. Author: John Weald

**GraphIt** A program to plot most simple functions in 2 or 3 dimensions, as well as 2d parametric equations in term of t. Includes source. Author: Flynn Fishman

**Juggler** Stunning animation of a robot juggler with ray traced reflective spheres. Uses HAM mode display and sound effects to boot! This is version 1.2 and apparently fixes some bugs in the original version released on FF47. Binary only. Author: Eric Graham

**MouseReader** Shareware program, submitted by the author, to read text files and view IFF files using only the mouse. Binary only. Author: William Betz

**Shm** A simple graphics demo which approximately simulates the motion of two interacting pendulums. Includes source. Author: Chris Ediss

**Splines** Program to demonstrate various curve fitting and rendering techniques. Also includes something unique for the Amiga world, pop-up menus. Includes source. Author: Helene (Lee) Taran

### •Fred Fish Disk 98•

Released September 8, 1987

**Access** A 16 color terminal program based on Comm version 1.34. Includes new macro window, custom gadgets, colorized menus, etc. Version Beta 0.18, binary only. Author: Keith Young (based on comm by D.J. James)

**Backup** A simple backup program that writes normal AmigaDOS disks as the backup destination. To recover files, you just copy from the backup disk. Requires manual decisions about what subdirectories to backup to what disks to make everything fit. Includes source. Author: Alan Kent

**DCDemo** A demo version of DiskCat 2.3, a disk catalog program. Demo is limited to cataloging 100 files at a time. Binary only. Author: Ed Alford, MicroAce Software

**HdDriver** A complete driver for a WD-1002-05 hard disk controller card. This card can handle 3 hard disks and 4 floppies, but the driver currently only handles one hard disk. Includes source. Author: Alan Kent

**QBase** Quick-Base is a "MailBase Management utility", that lets you define and maintain records of your family, friends, and other associates. Currently a maximum of 200 records per file. Binary only. Author: Kevin Harris

**Thai** A simple Thai quiz program developed by the author while he was learning the Thai language. It loads complete Thai sentences and words from a supplied file. If you click on the sentence or word gadget the program will pick a random sentence/word. You then click on the Thai/Speak/Phonetic/English gadget to display that version (or speak it). Includes source. Author: Alan Kent

### •Fred Fish Disk 99•

Released September 8, 1987

A-Render Version.3 a Ray-Tracing Construction Set for the Amiga Computer by Brian Reed ED

### •Fred Fish Disk 100•

Released September 8, 1987

**Berserk** This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a "must see" for every Amiga user, and ranks up there with "Juggler" as a premier demo for the Amiga. Author: Leo Schwab

**Conman** Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.0, binary only. Author: William Hawes

**WBLander** Another interesting Workbench display hack. This one is really a game in disguise. Previously released on FF85 as "Rocket", this one has been upgraded to have sound effects. Binary only. Author: Peter da Silva

### •Fred Fish Disk 101•

Released September 8, 1987

**CirPlane** A circular plane generator for VideoScape 3D. Generates a clockwise circular polygon with the specified number of vertices. Used, for example, to cap a cylinder or to generate surface detail. Version 1.0, includes source. Author: Thad Floryan

**IconAssembler** This program loads existing WorkBench icon files and allows you to change either the primary or alternate images to another image loaded from an IFF-brush file. Binary only. Author: Stefan Lindahl

**MicroSPELL** MicroSPELL is a standalone spelling checker which scans text files and reports on misspelled words. It has a 1000 word "common word" list, a 43,000 word main dictionary, and supports multiple user dictionaries. Also interfaces quite nicely with MicroEMACS 3.9, with an emacs macro to step through the source file, stopping at each suspect word and allowing the user to dispose of it in different ways. Version 1.0, includes source. Author: Daniel Lawrence

**MIDI** A midi library and utilities set. This looks like a very complete package, though I have no way of testing anything since I have no MIDI hardware. The MIDI utilities include a MIDI monitor to display

incoming MIDI messages to the console, a routing utility, a MIDI library status utility, and more. Also includes source. Author: Bill Barton

**PsIntrp** A postscript interpreter that reads postscript files and previews them on an Amiga screen. Interactive input and output takes place in a small window. The page to be show is composed behind the window in an interlaced screen with 16 colors. Can also take input from a file. Includes source in assembler. Author: Greg Lee

**StartUps** Three replacements for the standard C startup files, Astartup.obj and LStartup.obj. The options include: (1) BothStartup.obj, for WorkBench programs or CLI programs with or without command line parameters, (2) WBStartup.obj, for WorkBench programs or CLI programs that require no command line parameters, and (3) CLISStartup.obj, for CLI programs that require command line parameters but do not need to be able to be runnable from WorkBench. Includes source. Author: Bryce Nesbitt

### •Fred Fish Disk 102•

Released September 8, 1987

**Dbug** Machine independent macro based C debugging package. Provides function trace, selective printing of internal state information, and more. This is an update to the version released on disk 41, and now includes a machine independent profiling mechanism. Includes source. Author: Fred Fish; profiling support by Binayak Banerjee

**Match-stuff** Heavy duty text pattern matching stuff. The pattern syntax is an extension of standard AmigaDOS filename matching. Also includes some simply matched text replacement capability. Includes source. Author: Pete Goodeve

**Sectorama** A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. Binary only. Author: David Joiner

**SiliCon** A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is "Sili(Con):". This is an update to the version first released on FF50. Binary only. Author: Pete Goodeve

**Xicon** Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.00, an update to the version first released on disk 31, and includes close gadgets, window size specification, text display capability, plus more. Binary only. Author: Pete Goodeve

### •Fred Fish Disk 103•

Released October 29, 1987

**AvlTrees** Library and test program that implement routines for creating and using balanced binary trees (AVL trees) held entirely in memory. Includes source. Author: Paul Vixie

**Calc** A programmable calculator program with similarities to a hand-held RPN calculator. Can run either interactively or in "script" mode by reading programs from a file. Version 1.0, shareware, binary only. Author: Bob Brooks

**Cref** A C cross referencer program. Includes source. Author: Mike Edmonds; Amiga port by Joel Swank

**DosKwik** A pair of programs which allow you to save files, or a group of files, to one or more floppies for quick loading (loading up a RAM disk for example). Does not store files in DOS format,



which is why it is faster. Binary only, shareware.  
Author: Gary Kemper

**IntuiDOS** IntuiDOS is a program to give improved control over, and handling of, the material on all diskettes in the 'CLI-area' by employing a multi-disk, scrollable directory and using Intuition techniques to issue DOS commands. Written in assembler. Binary only. Author: Lennart Sandin

**MFF-Update** A text import utility for MicroFiche Filer (demo version released on disk 89) and updates to some PD disk library databases. Binary only. Author: Gary Samad

**Pack-It** Pack-it will take all the files and directories on a disk and pack them into a single file for electronic transmission via modem. Binary only, shareware. Author: Gary Kemper

**Sol** Amiga version of solitaire game posted to usenet some time ago and modified to use Amiga console control codes in place of curses calls. Includes source. Author: David Goodenough; Amiga port by Joel Swank

### •Fred Fish Disk 104•

Released September 8, 1987

This disk contains a copy of Glenn Everhart's large and powerful spreadsheet program called AnalytiCalc. Source and documentation is included on the disk in arc'd form because it otherwise would not all fit on the disk. This disk was updated by FF144.

### •Fred Fish Disk 105•

Released October 29, 1987

**AsmProgs** Some misc assembly tools, programs, etc.

**AsmFilter** (Actually in AmigaBASIC) turns the output of the Metacomco disassembler into a file that can be re-assembled.

**AddKickMem** Adds the KickStart memory to your free memory on an Amiga 1000 with Kickstart in ROM.

**Clear** Fills unused areas of memory with a specific byte pattern.

**L** is a replacement for the BCPL "list" program, but with some graphics enhancements.

**SharpFont** is an 8 pixel non-proportional font.

**Stack** is a replacement for the BCPL stack program. Includes some source. Author: Glen McDiarmid and Kirk Davies

**BasicProgs** Some more AmigaBASIC programs. LeastSquare solves least squares problems and graphs the results. Curves is a demo of one use for LeastSquare (find curves to fit a set of points). Freud is a Freudian analysis program. Includes source, needs AmigaBASIC from Extras. Author: George Trepal

**Bison** A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. This is an update to the version on disk 51, with some more bug fixes provided by Fred Walter. Includes source. Author: Bob Corbett and Richard Stallman. Bug fixes by Johan Widen, Doug Leavitt, & Fred Walter

**DMouse** Another cute program in the tradition of "display hacks". Includes source. Author: Alex Livshits

**FlamKey** Installs a little key on the WorkBench screen title bar, and then waits in background until somebody clicks on the key. When activated, allows

the keyboard and mouse inputs to be locked out until a password is entered. Shareware, binary only. Author: Alex Livshits

**GravityWars** The object of this game is for one player to hit the other player's ship with a missile, before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 2.0, shareware, binary only. This is an update to the version on FF84. Author: Ed Bartz

**Ipo2C** A utility to write a C-language definition of the current intuition pointer to a file, which can then be used in a program via SetPointer to mimic the intuition pointer. Includes source. Author: Alex Livshits

**Pere-et-Fils** Example of creating and using reentrant processes. Includes source. Author: Jean-Michel Forgeas

**Record-Replay** A program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back to cause the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. This is version 2.0, an update to the version on disk 95. Shareware, binary only. Author: Alex Livshits and J-M. Forgeas

### •Fred Fish Disk 106•

Released October 29, 1987

**FuncKey** A shareware function key editor, submitted by the author for inclusion in the library. This is version 1.1, an update to the version on disk 89. Binary only (source available from author). Author: Anson Mah

**MoreArt** A small selection of some additional Amiga artwork submitted to me since the last "art" disk. Authors: Dana Dominiak and Larry Zasitko

**QuickFlx** An IFF slideshow and cel animation program that takes full advantage of the Amiga's multitasking operating system, supports all the graphics modes, can run with internal timing or be triggered by an external source, caches images in memory to achieve rapid frame rate, etc. Version 0.13, binary only, shareware. Author: Jeff Kunzelman, Rodney Iwashina, Takeshi Suganuma

**RistiNolla** A Finnish game. The name means something like CrossZero, and is also called Go-Moku. Version 1.0, shareware, binary only. Author: Mika Pihlajamaki

### •Fred Fish Disk 107•

Released October 29, 1987

**Csh** Version 2.07 of Matt Dillon's csh like shell, modified for Manx C. Includes source. Author: Matt Dillon, Manx'ified by Steve Drew

**Diff** A file comparison utility, similar to other common "diff" programs. Includes source. Author: D. Krantz; Amiga port by Jeff Bailey

**ProSuite** This is the Amiga Programmers Suite Book 1.01. The suite provides example code of facilities that every programmer needs (such as FileIO Requester), provides examples of new facilities (such as XText and DoRequest), and provides a tutorial on how to program the Amiga. Includes source. Author: R.J. Mical

**SVTools** Some additional useful tools from Stephen Vermeulen. Includes a new version of Vnews, sit, setstack, retool, memlist, fragit, and yoyo. Includes source. Author: Stephen Vermeulen



### •Fred Fish Disk 108•

Released October 29, 1987

**AList** A directory listing program based on Dave Haynie's LD4 program, with extensions and enhancements. Includes source. Author: Ed Kivi (original by Dave Haynie)

**DirMaster** A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. This is version 1.0b, an update to the version released on disk 89. Binary only. Author: Greg Peters

**Dots-Perfect** Printer driver for an Epson MX80 printer with the Dots-Perfect upgrade kit installed. Includes source. Author: Robbie Akins  
**MonIDCMP** MonIDCMP lets you monitor the IntuiMessages that pass through an IDCMP window. It prints the message class, mouse coordinates, qualifier values, and other useful information when appropriate. Great for debugging applications and for snooping around in the inner workings of other programs. Includes source. Author: Davide Cervone

**PrintPop** A utility to enable the user to send some common control settings to the PRT: printer device. When installed, a left-amiga F1 sequence will pop up a small window with various options. Includes source. Author: Robbie Akins

**Sectorama** A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. This is version 1.1, an update to the version on disk 102. Binary only. Author: David Joiner

**Tek** An enhanced version of Dave Wecker's vt100 (v2.6) which includes emulation for a Tektronix 4010/4014 graphics terminal. This is a much improved version of the Tek4010 program from FF52. Includes source. Enhancements by Nick Giordano and Terry Whelan

**Zoo** A file archiver much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). This is version 1.42B, an update to the version released on disk 87. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

### •Fred Fish Disk 109•

Released October 29, 1987

**Machine** A neat new animation from Allen Hastings. Author: Allen Hastings

#### SimCPM

A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. Author: Jim Cathey; Amiga port by Charlie Gibbs

**UUpc** Version 1.0 of a suite of programs that will allow you hook up your Amiga as a usenet node. Includes source. Author: Richard Lamb, Stuart Lynne, Jeff Lydiatt

### •Fred Fish Disk 110•

Released October 29, 1987

**A68k** A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb





## The Fred Fish Collection

**Pdc** An optimizing C compiler for the 68000 processor. This is an update to the version first released on FF 53, though apparently not based on the code from that disk. Major porting work was done by Jeff Lydiatt to get it to the point where it would compile and execute simple programs on the Amiga. This version now generates metacompatible assembler source code, which can be assembled by the assembler also provided on this disk and then linked by the freely redistributable linker "blink" (also provided). Includes all compiler source and some library and startup source code. Requires amiga.lib from developers kit to generate complete running example executables. Author: Matthew Brandt; major porting work by Jeff Lydiatt.

### •Fred Fish Disk 111•

Released December 7, 1987

**AmyLoad** A graphical monitor of CPU, blitter, and memory use. Includes two components; load.device, which monitors system parameters, and amyload, which is the user interface and display program. Includes source. Author: Jeff Kelley

**AssignDev** Assigns multiple names to a given device. For example, allows the names "df0:" and "d3:" to refer to the same physical device. This is a modified version of the original released on FF79. Includes source. Author: Phillip Lindsay, mods by Olaf Seibert

**Gauge** Continuously displays memory usage in a vertical bar graph, similar to the workbench "fuel gauge" type display for disk space. Binary only. Author: Peter da Silva

**HeliosMouse** Another "sunmouse" type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.1, an update to the version released on disk 94. Includes source. Author: Davide Cervone

**Labels** Alphabetic and numeric ordered cross reference lists of defined system constants. Recommended for debugging purposes only, use the symbolic values in programs! Author: Olaf Seibert

**Mandel** Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. Includes source. Author: Olaf Seibert

**PopLife** A PopCLI type thingie that instead plays life all over your screen. Lots of bits and pieces from Tomas Rokicki's bitlab and John Toebes' PopCLI. Includes source. Author: Olaf Seibert

### •Fred Fish Disk 112•

Released December 7, 1987

**BeachBirds** Jerrold Tunnell's entry to the Badge Killer Demo Contest. Uses sprites and sound to portray a beach scene. Runs on a 512K machine. Binary only. Author: Jerrold Tunnell

**Bully** Mike Meyer's entry for the Badge Killer Demo Contest. Pushes all open screens around (thus the name "bully"). Designed for showing off more than one demo at a time. Includes source. Author: Mike Meyer

**DropShadow** Dropshadow version 2, rev 0, for use with Bryce Nesbitt's Wavebench demo. Binary only. Author: Jim Mackay

**HagenDemos** Joel Hagen's Badge Killer Demo contest entries, "RGB" and "Focus". RGB was the overall winner of the contest. It requires a one meg Amiga to run. Binary only. Author: Joel Hagen

**Viacom** Latest version of viacom for use in conjunction with the WaveBench demo. Binary only. Author: Leo Schwab & Bryce Nesbitt

**WaveBench** This is Bryce Nesbitt's Badge Killer Demo Contest entry. It is a neat screen hack, and runs on 512K machines. For more laughs, try in conjunction with Viacom or Ds (Dropshadow). Includes source. Author: Bryce Nesbitt

### •Fred Fish Disk 113•

Released December 7, 1987

**AmiCron** A simple UNIX "cron" type program, which is a background task that uses a disk-resident table to automatically run certain tasks on a regular basis, at specific times. Version 2.3, includes source. Author: Steve Sampson, Amiga port by Rick Schaeffer

**Dme** Version 1.28f of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF93, includes source. Author: Matt Dillon

**DOSDev** Example DOS device driver in Manx C. Version 1.10, includes source. Author: Matt Dillon

**M2Amiga** Demo version of the final product M2Amiga. A fast single pass Modula-2 compiler with editor, linker, a small set of interface and standard libraries. Compiles only small demo programs by limiting codesize and imports. Further development of the ETHZ compiler on FF24. Binary only. Demos with source. Authors: R. Degen, C. Nieder, M. Schaub, J. Straube (AMSoft)

**NoIconPos** This program clears the position info of any of your icons to allow WorkBench to pick a reasonable place for the icon again. Useful for disk and drawer icons where Snapshot rewrites the icon and the window information. Written in Modula-2, another demo for M2Amiga, showing the simplicity of programming with this Modula-2 compiler. Author: Markus Schaub

### •Fred Fish Disk 114•

Released December 7, 1987

**CDecl** English to C (and vice versa) translator for C declarations. This little gem will translate english such as "declare foo as pointer to function returning pointer to array 10 of pointer to long" into "long \*((foo)0)[10]", and vice versa. An absolute must for anyone except possibly the most hardcore C guru. Includes source. Author: Graham Ross

**Vt100** Version 2.7 of Dave's vt100 terminal emulator with kermi and xmodem file transfer. Includes a few bug fixes posted to Usenet shortly after the posting of version 2.7. This is an update to the version released on FF 55. Includes source. Author: Dave Wecker

**WBLander** This entry from the Badge Killer Demo Contest is a special version of the WBLander program from FF 100. The ending is unique. Also uses sound effectively. Includes source. Authors: Peter da Silva and Karl Lehenbauer

### •Fred Fish Disk 115•

Released December 7, 1987

**Killer** Killer is an incredible demo written by Robert Wilt. It won fourth place in the Badge Killer Demo Contest. Requires at least one meg of memory to run. Sound is also an important part of the demo so be sure to turn it up. Binary only. Author: Robert Wilt

**Marketroid** Marketroid is Leo's entry for the Badge Killer Demo Contest. It is another devious sprite oriented demo with lots of "in" jokes. Runs on a 512K machine. Includes source. Author: Leo Schwab

### •Fred Fish Disk 116•

Released December 7, 1987

**Movies** A RAM animation system with three different example animations; Kahnankas, Rocker, and F-15. Kahnankas won a close second in the Badge Killer Demo Contest. Both Kahnankas and Rocker run on a 512K Amiga and show off overscan HAM mode. Includes an animation player program (movie), animation builder programs (dilbm, pilbm), and a text/graphics display program (vilbm). Authors: Eric Graham and Ken Offer

### •Fred Fish Disk 117•

Released December 7, 1987

**AMUC\_Demo** A really neat horizontal scrolling demo that is a 2400 x 200 pixel 32 color 1PP picture composed of Digi-View snapshots of members of the Amiga Users of Calgary, superimposed on a very wide picture of the Calgary Skyline. Binary only. Author: Stephen Vermeulen and Stephen Jeans

**Exp\_Demo** Demo version of Express Paint 1.1. This is the program that was used to create the huge scrolling demo picture in the AMUC\_Demo drawer on this same disk. Binary only. Author: Stephen Vermeulen

### •Fred Fish Disk 118•

Released December 7, 1987

**Empire** This is a complete rewrite, from the ground up, in Draco, of Peter Langston's Empire game. Empire is a multiplayer game of exploration, economics, war, etc, which can last a couple of months. Can be played either on the local keyboard or remotely through a modem. This is version 1.0. shareware, and includes source code. Author: Chris Gray, original game by Peter Langston

**HAMmmm** This is Phil's entry for the Badge Killer Demo Contest. HAMmmm displays lines whose end points are bouncing around the screen, which is a double buffered HAM screen. The Y positions of the points are continuously copied into an audio wave form that is played on all four channels, and the pitch of a just intoned chord is derived from the average X position of these points. Includes source in JForth. Author: Phil Burk

**Stars** Hobie's entry for the Badge Killer Demo Contest. Based on original code by Leo Schwab, has credits longer than the actual demo. Runs on 512K Amiga. Binary only. Author: Hobie Orris

**WireDemo** Matt's entry for the Badge Killer Demo Contest. Demonstrates the Amiga's line drawing speed. Runs on a 512K Amiga. Includes source. Author: Matt Dillon

### •Fred Fish Disk 119•

Released January 3, 1988

**MicroEMACS** Version 3.9e of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on FF 93. Also included, for the first time, is extensive documentation in machine readable form. Includes source. Author: Dave Conroy, MANY enhancements by Daniel Lawrence



# The Fred Fish Collection



## •Fred Fish Disk 120•

Released January 3, 1988

**Amoeba** This clone of Space Invaders is one of the best freely redistributable games for the Amiga to date. Unlike many commercial games, it even works correctly in a multitasking environment (by not requiring you to reboot just to play a game). Highly recommended! Binary only. Author: LateNight Developments

**BackGammon** A graphical Backgammon game done as an undergraduate A.I. course project. Version 1.0, includes source. Author: Robert Pfister

**Bankn** A complete checkbook system offered by the author as shareware. Version 1.3, binary only. Author: Hal Carter

**EgyptianRun** Cute little "road race + hazards" type game. Version 1.1, binary only, shareware, source available from author. Author: Chris Hames

**IconImage** Program to replace an old icon image with a new image, without affecting icontype, drawer data, etc. Includes source. Author: Denis Green

## •Fred Fish Disk 121•

Released January 3, 1988

**BasicStrip** An AmigaBASIC program that helps to convert programs written in other forms of Basic to AmigaBASIC. Author: George Trepal

**DataPlot** A shareware plotting program written in AmigaBASIC. Also includes a least squares curve fit program. Author: Dale Holt

**Plot** A shareware 3D graphing program written in AmigaBASIC, with some sample output plots. Source available from author. Author: George Trepal

**Stairs** This AmigaBASIC program demonstrates a musical illusion based upon perceptual circularity of widely spaced tones whose volumes are defined as a sinusoidal relationship to their frequency. Author: Gary Cuba

**Uedit** Version 2.3 of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only, shareware, update to version on FF 60. Author: Rick Stiles

**WBColors** A simple little program to change the Workbench colors to a predetermined color set, for programs that expect to be booted off their distribution disk but instead are run from a hard disk. Includes source. Author: Stefan Lindahl

## •Fred Fish Disk 122•

Released January 3, 1988

**Asteriods** Nicely done "blast the asteriods" type game. Unique feature is that all the images and sounds are replaceable by the end user. So instead of ships and rocks, you can have an Amiga against a horde of IBM PC's if you wish. Author: Rico Mariani

**Iff2Pcs** An interactive puzzle program that takes any IFF file containing up to 16 colors, and breaks it up into squares to make a puzzle which the user can then piece back together again. Version 1.0, includes source. Author: Ali Ozer

**Names** A shareware program to create and manage mailing lists. Binary only. Author: Ernie Nelson

**Pr** A little utility to print listings in different formats. Similar to the UNIX "pr" program. Includes source. Author: Samuel

**PushOver** A neat little board strategy game, in AmigaBASIC. Push your pieces onto the board until you get five in a row in any direction. Includes source. Author: Russ Yost

**PuzzlePro** Create a puzzle from an IFF picture, which the user can then piece back together again. Written in AmigaBASIC. Version 1.0, binary only, shareware, source available from author. Author: Syd Bolton

## •Fred Fish Disk 123•

Released January 3, 1988

**Arp** ARP stands for "AmigaDOS Replacement Project". Arp is an effort led by Charlie Heath of Microsmiths Inc., to replace the current DOS in a compatible fashion, so that current programs will continue to work. Arp also makes whatever improvements are possible, so that current and future programs will work better. Author: Various authors contributed work

**Car** This animation is one of Allen's entries to the Badge Killer Demo Contest. It apparently is an inside joke relating to a well known Amigan's experience with a certain highend graphics hardware manufacturer. Author: Allen Hastings

## •Fred Fish Disk 124•

Released January 3, 1988

**Icons** Some sample animated icons. You might find just the icon for that refugee CLI program you've been meaning to make runnable from the WorkBench environment. Author: L. Pfost

**Tarot** An AmigaBASIC program written by the author as an exercise for learning BASIC. Contains some nice graphic renditions of tarot cards. Author: L. Pfost

## •Fred Fish Disk 125•

Released January 3, 1988

**ElGato** This animation is Kevin's entry to the Badge Killer Demo Contest. It also has a background music arrangement, that requires Sonix to use. Author: Kevin Sullivan

## •Fred Fish Disk 126•

Released January 3, 1988

**Colour** A program to manipulate the colors of specific named screens, saving their current color sets to data files, loading new color sets from data files, or interactively changing the colors. Includes source. Author: John Russell

**Dance** These two programs, "dancing polygons", are John's entry to the Badge Killer Demo Contest. They are variations of one another, but demonstrate the range of colors available on the Amiga. Includes source. Author: John Olsen

**HBHill** This animation is one of Kevin's entries to the Badge Killer Demo Contest. It is the first known animation that makes use of the Amiga's "Extra Half Brite" mode. Author: Kevin Sullivan

**Iconify** A subroutine that creates an icon on the Amiga screen that can be subsequently dragged around, and double-clicked on. You can use this to have your programs "iconify" themselves to temporarily get out of the user's way. Includes source and demo program. Author: Leo Schwab

**OnlyAmiga** This animation is Iqbal's entry to the Badge Killer Demo Contest. It consists of tree balls being juggled by pyramids rotating on their tops. Author: Iqbal Singh Hans

**Suplib** The support library needed to rebuild various programs of Man's from the source, including DME, DTERM, etc. Includes source. Author: Matt Dillon

**VCheck** Version 1.2 of the virus detection program from Commodore Amiga Technical Support. This version will test for the presence of a virus in memory, or on specific disks. Binary only. Author: Bill Koester.

## •Fred Fish Disk 127•

Released January 3, 1988

**Bounce** This program is Steve and Tom's entry for the Badge Killer Demo Contest. It creates little dots that bounce around and multiply. Includes source. Author: Steve Hansel and Tom Hansel

**Nemesis** This demo is Mark's entry to the Badge Killer Demo Contest. It is quite small for what it does, and won fifth place in the contest. Binary only. Author: Mark Riley

**Ripples** This animation is one of Allen Hastings' entries to the Badge Killer Demo Contest. Unlike most other animations, it shows a fixed object from a moving point of view, rather than a moving object from a fixed point of view. Author: Allen Hastings

## •Fred Fish Disk 128•

Released January 3, 1988

**Dis** A 68000 disassembler, written in 68000 assembler. Includes source. Author: Greg Lee

**DropCloth** DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the WorkBench backdrop. Version 2.2, shareware, binary only. Author: Eric Lavitsky

**LedClock** An extremely simple clock program, for interlaced screens only. Includes source. Author: Ali Ozer

**MRBackup** A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 1.3, includes source. Author: Mark Rinfret

**Paint** A simple screen painting program, written in web. Requires web preprocessing program to rebuild from source. Includes source in web. Author: Greg Lee

**PrtDriver** A printer driver for the Toshiba "3 in one" printer in its Qume (best) mode. Includes source in C and assembler. Author: Rico Mariani

**SDBackUp** A hard disk backup utility. CLI interface only. Does file compression. Version 1.1, binary only. Author: Steve Drev

**Sed** A clone of the UNIX sed (Stream Editor) program. Includes source. Author: Eric Raymond

**wKeys** A "hot-keys" program that binds keyboard function keys to window manipulation functions (window activation, front to back, moving screens, etc). Includes source. Author: Davide Cervone

## •Fred Fish Disk 129•

Released March 21, 1988

**DOSKwik** A pair of programs which allow you to save files, or a group of files, to one or more floppies for quick loading (loading up a RAM disk for example). Does not store files in DOS format, which is why it is faster. Version 2.0, update to version on FF 103. Binary only, shareware. Author: Gary Kemper





## The Fred Fish Collection

**MRBackUp** A hard disk backup utility, that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Versions 2.0 (with sources) and 2.1 (binary only, source available from author). This is an update to version on disk 128. Author: Mark Rinfret

**PaintJet** An "official" Hewlett Packard PaintJet printer driver released directly from HP sources. Author: Unknown

**Patch** Two independent ports of the very useful UNIX utility "patch", which applies context diffs to text files to automatically update them. Patch version 1.3 was ported to the Amiga by Rick Coupland and patch version 2.0 was ported by Johan Widen. Includes source. Author: Larry Wall

### •Fred Fish Disk 130•

Released March 21, 1988

**DirMaster** A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. This is version 1.1, an update to the version released on disk 108. Lots of neat new features and enhancements. Binary only. Author: Greg Peters

**Evo** A human evolution toy/tutorial. Includes source. Author: Steve Bonner

**Hp** A nice RPN calculator program that supports calculations with binary, octal, decimal, hex, float, and complex numbers. Other features include 32 registers for storing data and transcendental functions. Version 1.0, includes source. Author: Steve Bonner

**Mach** A "mouse accelerator" program that also includes hotkeys, the features of sunmouse, clicktofront, and popcli, a title bar clock with a bbs online charge accumulator, and more. Version 1.6a, includes source. Author: Brian Motas

**PatEdit** A pattern editor for creating patterns to input to the Amiga SetAPt macro call. This call sets the area fill pattern for the area filling graphics calls such as RectFill, AreaDraw, etc. Includes source. Author: Don Hyde

**QMan** Mandelbrot generator written partially in assembly for speed. Includes source. Author: Steve Bonner

### •Fred Fish Disk 131•

Released March 21, 1988

**Dfc** Copies disks like Maurader, but multitasks. Replaces both diskcopy and format but is smaller than either. It even has a nice little Intuition interface. Includes source. Author: Tomas Rokicki

**HyperBase** Nice little shareware database management system. Version 1.6, binary only, source available from authors. Update to version on FF58. Author: Michael MacKenzie, Marc Mungel, and Craig Norborg

**Life** A new version of Tomas's ancient Life game, but with a new macro language for setting up patterns, some good examples, and some more good stuff. Includes source. Author: Tomas Rokicki

**Mackie** Popcli replacement that draws pretty lines on the screen in blanking mode. Includes source. Author: Software Distillery; enhancements by Tomas Rokicki

**Mg1b** A version of Mg1b with an ARExx port and other improvements by Tomas Rokicki. Finally you can define macros and bind them to function keys in your startup file! Includes source. Author: Various; enhancements by Tomas Rokicki

**WFrags** Another version of Frags, but this one pops up a nice little window that updates occasionally. Necessary for developers who wonder what their program is doing to memory, or wonder why they can't load that program. Includes source. Author: Tomas Rokicki

### •Fred Fish Disk 132•

Released March 21, 1988

**Berserk** This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a "must see" for every Amiga user, and ranks up there with "Juggler" as a premier demo for the Amiga. The difference between this distribution, and the one on disk 100, is that this one includes "source". I.E. it contains all the object descriptions necessary to recreate the animation. Thus you can, if you like, try modifying various objects to create slightly different animations, or use it as an example for creating your own animations. Seldom does a disk get devoted to a single program, however animation is one of the Amiga's greatest strengths, and I felt it was appropriate to have at least one animation that was available at the "source code" level. Author: Leo Schwab

### •Fred Fish Disk 133•

Released March 21, 1988

**Conman** Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.1, binary only, update to version on disk 100. New features include additional editing keys, fast search keys, undo key, clear history command, and more. Author: William Hawes

**Crc** Two programs that are very useful for generating 16-bit CRC listings of the contents of disks, and verifying that a given disk's files still compute to the same CRC's as listed. Version 1.0, binary only. Author: Don Kindred

**CrcLists** Complete CRC check files for disks 1-128 of the library, using the Crc program also included on this disk. These were made directly from my master disks. Author: Fred Fish

**Overscan** Patches the Intuition library so that sizable windows with MaxHeight of 200 (400 in interlace) and screens with Height of 200 (400 in interlace) will take advantage of the PAL overscan capability of Intuition V1.2. This seems to be useful only for European users that wish to run software written for the American market, without modifying the applications, but still using the additional space. Includes source. Author: Ari Freund

### •Fred Fish Disk 134•

Released March 21, 1988

**BoingThrows** A 50 frame HAM animation done with Sculpt-3D, and minor touchups with DigiPaint. The animation took about 325 hours of runtime to generate. Author: Marvin Landis

**Browser** A workbench tool, using text-only windows, that makes all files in the system accessible for executing, copying, moving, renaming, deleting, etc. Billed as a "programmers workbench". Version 1.2, binary only. Author: Peter daSilva

**Dme** Version 1.29 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF113, includes source. Author: Matt Dillon

**Find** Find is a utility which searches for files that satisfy a given boolean expression of attributes, starting from a root pathname and searching recursively down through the hierarchy of the file system. Very much like the UNIX find program. Version 1.0, includes source. Author: Rodney Lewis

**Library** Demo version of a shareware program that stores textual information without regard to structure or content, and allows complicated searching for specific patterns. Written in assembler for speed, binary only. Author: Bill Brownson

**SmartIcon** This shareware program, submitted by the author, is an Intuition objects iconifier. Version 1.0 is limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each window, that when clicked on, iconifies the window into an icon in the RAM: disk. Binary only, source available from author. Author: Gauthier Groult

### •Fred Fish Disk 135•

Released March 21, 1988

**TeXF** A selection of 78 TeX fonts, with a conversion program to convert them to Amiga fonts. There are 22 different fonts at various sizes, ranging from 15 pixels high to more than 150 pixels. The conversion program can also be used with the fonts distributed with AmigaTeX, yielding an additional 1000 or so more fonts for use with other Amiga programs. Version 2.5, binary only. Author: Ali Ozer

### •Fred Fish Disk 136•

Released March 21, 1988

**AsmToolBox** An assembler "toolbox" created to make interfacing between assembler programs and AmigaDOS easy. Includes source. Author: Warren Ring

**Bison** A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort. It is a port of the latest GNU version, done by William Loftus, with the goal of preserving all of bison's current features. Includes source and testing program "calc". Author: Bob Corbett and Richard Stallman.

**Iff2Pcs** An interactive puzzle program that takes any IFF file containing up to 16 colors, and breaks it up into squares to make a puzzle which the user can then piece back together again. Version 1.1, an update to the version on disk 122, includes source. Author: Ali Ozer

**Paste** A version of the UNIX paste utility. Paste concatenates corresponding lines of the specified files into a single output line (horizontal or parallel merging) or concatenates them into alternate lines (vertical or serial merging). Includes source. Author: David Ihnat

**YaBoingII** A game program demonstrating hardware sprite usage, including collision detection. This is an update to the version on disk 36. Includes source. Author: Ali Ozer, based on original by Leo Schwab

**Zoo** A file archiver, much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). This is version 1.71, an update to the version released on disk 108. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

### •Fred Fish Disk 137•

Released March 21, 1988

**Ct** An Amiga program to display images from a CT scanner, along with several interesting sample images of scans of real people, including a skull, brain, heart, and spine. Each image is 256 by 256 pixels in 2048 gray scale. The display software,



# The Fred Fish Collection



though it has a primitive user interface, is quite powerful, including functions like convolutions, averaging, laplacians, unsharp masking, edge detection, gradients, etc. Binary only. Author: Jonathan Harman

**JeansIcons** Miscellaneous cute icons created for AMUC's monthly newsletter disk. Submitted by Stephen Vermeulen. Author: Steve Jeans

**Munchio** A cute little program which plays a digitized sound sample when you insert or remove a disk from your drive. If you don't like the sounds, you can replace them with your own. Binary only. Author: Andrew Werth

**Sit** An update to the Set Icon Type program from FF 107. Version 1.10, includes source. Author: Stephen Vermeulen

**VGad** A new gadget editor that takes two pictures of the window and its gadgets, one being the normal gadget state and the other being the fully selected state, and then merges the data and converts to C source code. Version 1.0, binary only. Author: Stephen Vermeulen

**VirusX** A boot sector virus check program that runs in the background and automatically checks all inserted disks for a nonstandard boot sector. Such disks can optionally have their boot sector rewritten to remove the virus. Includes source. Author: Steve Tibbett

**VLabel** A program to print fancy customized disk labels. It will combine an IFF picture and up to 50 lines of text (which may be placed arbitrarily in any font or point size) and then print the result. The IFF picture can be virtually any size (up to 1008 by 1000). It will also print labels from a batch file produced by SuperBase. Version 1.20, binary only. Author: Stephen Vermeulen

## •Fred Fish Disk 138•

Released March 21, 1988

**AmigaLine** A series of various technical notes for Amiga programmers. Author: Bryce Nesbitt

**Diff** A program that uses the same algorithm as the UNIX diff program and also produces context diffs, suitable for use with patch. Binary only. Author: Unknown (Decus C diff)

**Foreach** A simple but useful program that expands a wild card file specification and then invokes the specified command once per expanded filename, with the expanded filename as the command argument. Includes source. Author: Jonas Flygare

**MacFont** A conversion tool to convert Mac fonts to Amiga fonts. Binary only. Author: John O'Neill and Rico Mariani

**ModulaTools** Various useful routines for those programming in Modula on the Amiga. Update to version on FF 94, includes source. Author: Jerry Mack

**Vt100** Two new versions of Dave's vt100 terminal emulator. One version, based on vt100 2.6, has been enhanced by John Barshinger to include an iconify feature, add full 132 column support using overscan, and other miscellaneous features. This version is available in binary only. The second version is release 2.8 of the mainstream version of vt100, as enhanced and supported by Tony Sumrall. This one includes source. Author: Dave Wecker

## •Fred Fish Disk 139•

Released May 28, 1988

**AmiCron** An enhanced and debugged version of AmiCron 2.3 from FF113. Includes source. Author: Steve Sampson, Rich Schaeffer, Christian Balzer

**ListScanner** A nice little utility to display all the Exec lists. Somewhat like the Xplor utility from FF 73. Includes source in assembler. Author: Heiko Rath

**ProCalc** A program that simulates an HP-11C programmable calculator. Includes both an English version and a German version. Shareware, binary only. Author: Gotz Muller

**RemLib** Removes a specified library (if currently unused) or displays some information about all available libraries. Includes source in assembler. Author: Heiko Rath

**TurboBackup** A fast mass floppy disk duplicator with enforced verify mode to prevent generation of incorrect copies. Version 1.00, binary only. Author: Steffen Stempel and Martin Kopp

**WArranger** Sends a window, identified by its name, to the front or to the back, without selecting it. Useful in conjunction with AmiCron. Works on all screens. Includes source in assembler. Author: Heiko Rath

**WheelChairSim** A wheelchair simulator developed as a project for the Technical Resource Centre and the Albert Children's Hospital, to allow the matching of a wheelchair joystick to a child's handicap and allow the child to practice using the chair in a safe (simulated) environment. Binary only. Author: Unknown, submitted by Dr. Mike Smith

## •Fred Fish Disk 140•

Released May 28, 1988

**SBProlog V1.a** Volume 1 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the executables and libraries. Volume 2, on FF 141, contains the C and Prolog source code. From the SB-Prolog System, Version 2.2 User Manual: "SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook."

**SBProlog V1.b** The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog."

**SBProlog V1.c** In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook. Amiga port by David Roch and Scott Evernden

## •Fred Fish Disk 141•

Released May 28, 1988

**SBProlog** Volume 2 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the C and Prolog source code. Volume 1, on FF 140 contains the executables and libraries. From the SB-Prolog System, Version 2.2 User Manual: "SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook. The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog." In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook. Amiga port by David Roch and Scott Evernden

**SmallC** An Amiga port of the Small-C compiler, written by Ron Cain and published in Dr. Dobbs's Journal, in about 1980. Small-C is a rather small subset of the full 'C' language. However, it is capable of compiling itself, and other small, useful programs. Requires an assembler and linker to complete the package and produce working executables. Includes source and binary. Author: Ron Cain. Amiga port by Willi Kusch.

## •Fred Fish Disk 142•

Released May 28, 1988

**.Diff** A program that uses the same algorithm as the UNIX diff program and also produces context diffs, suitable for use with patch. This is the same version that was distributed on FF 138, but now includes the missing files (including source code). Author: Unknown (Decus C diff)

**FractGen** A fractal generator program that generates fractal pictures from "seeds" that you create. This is unlike any of the other "fractal generators" I've seen. It can be used to load and display previously created fractal pictures, modify existing fractals, or create your own fractals. Version 1.1, binary only. Author: Doug Houck

**SciSubr** The Scientific Subroutine Package from DECUS, ported to the Amiga to run with Absoft Fortran. This is a valuable resource of mathematical and statistical source code for those doing Fortran work on the Amiga. Author: Unknown; ported to the Amiga by Glenn Everhart

## •Fred Fish Disk 143•

Released May 28, 1988

**.Rim** RIM-5 (Relational Information Manager) is a full relational DBMS that is suitable for VERY large databases using B-Tree data storage. It has a crude (by today's standards) user interface, but since full source code is provided, this can be fixed. Versions of RIM run on a wide variety of systems, small and large, and produce compatible databases. Also includes a built in HELP database and a programming language. Full Fortran source code and documentation included. Author: Various, Amiga port by Glenn Everhart

## •Fred Fish Disk 144•

Released May 28, 1988

**AnalytiCalc** (information by the author of Glenn Everhart) AnalytiCalc is a large and powerful spreadsheet program with sufficient extra features to have some pretensions of acting as an "integrated system". It is a virtual memory system supporting up to 18000 columns and 18000 rows, multiple equations per cell, an outlining system, built-in cell annotation, and datafile access from any cell(s) of the sheet, plus an array of functions not present in most commercial spreadsheets. This disk represents the third version (version V22-3D an update to the version released on Fred Fish Disk 104) of an initial Amiga port of AnalytiCalc. As such the console interface is somewhat crude and uses a set of command files in an externally assigned area (assigned to DK:) to handle the function keys. A custom keymap can also be used, which was supplied in the initial version. The program comes with complete sources, documents, and executables and in addition with the source code for the "auxiliary utilities" which handle DIF format conversion and character graphics. (The executables are not adequately tested on Amiga as yet, though they work on VAX, PDP11, and IBM PC.) AnalytiCalc for the Amiga uses files compatible with those for AnalytiCalc on MS-DOS, VMS, or RSX-11M or IAS. An example project planner spreadsheet is included in the distribution to show off some of the





## The Fred Fish Collection

things you can do. More example sheets will be forthcoming. AnalytiCalc also supports matrix math, FFTs, infinite windowing, linear regression, date arithmetic, internal and external macros, LOTS of cell addressing modes, goal seeking in up to 8 dimensions, and more. AnalytiCalc requires perhaps 600K of RAM memory, at least one drive, and AmigaDOS 1.2, plus a larger than default stack. Display sizes supported can be up to 132 characters wide by up to 76 lines long. The manual requires an 80 column printer.

Requirements	
Minimum RAM	600K
Minimum Disk Drives	1
Minimum Disk Storage	880K
Vital Statistics	
Number of Columns	18000
Number of Rows	18000
Max Length of Formulas (characters)	109
Max Number of full cells	18000
Max simultaneous named areas	300
Number of exterior scratch cells	60
Precision of calculations	
(digits; 8 bytes used)	16
Total Max storage (bytes)	2,113,020
Max record size for data files	
accessed as database	128
Max files namable in one sheet	18000
Max cell columns	
displayable on one screen	20
Max rows displayable in one display	75
Maximum simultaneous different cell display User-Supported Software Shareware	\$10.00

### •Fred Fish Disk 145•

Released May 28, 1988

**Csh** This is a version of Matt's csh like shell which has been modified to provide file name completion and argument execution (via the grave accents mechanism). Requires ARP 1.1 to run. Binary only, but includes diffs for the reference 2.07 source base. Author: Matt Dillon; enhancements by Johan Widen

**DMouse** Matt's done it again, another very useful program! This is a versatile screen blanker, mouse blanker, auto window activator, mouse accelerator, popcli style programmable command key, pop window to front, push window to back, etc, widget. Version 1.06, includes source. Author: Matt Dillon

**DNet** A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines where each end of the link can be either an Amiga or a UNIX (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with try and socket devices. Achieves better than 95% average throughput on file transfers. Version 1.20, includes sources for both the Amiga and UNIX versions. Author: Matt Dillon

**Tab** A tablature writing program for the Amiga, with instruments for a banjo and a string guitar. Binary only. Author: Jeff deRienzo

**TinyProlog** VT-PROLOG is a simple prolog interpreter provided with full source code to encourage experimentation with the PROLOG language and implementations. Version 1.1, includes source. Author: Bill and Bev Thompson

### •Fred Fish Disk 146•

Released May 28, 1988

**Blanker2** A screen blanking program that turns the screen black after 90 seconds of keyboard and mouse inactivity. Implemented as a very tiny event handler to the input handler event stream. Version 1.27.88, includes source. Author: Joe Hitchens

**C-Light** A demonstration copy of a commercial ray tracing program, which is identical to the commercial version except that it has been limited to ten objects per scene. Binary only. Author: Ronald Peterson

**CrcLists** Complete CRC check files for disks 129-141 and disks 143-145 of the library, using the crc program from FF 133. These were made directly from my master disks. Disk 142 is omitted because of a problem with the crc program. Author: Fred Fish

**DmeMacros** A set of DME macros which utilize templates to turn DME into a language-sensitive editor for C, Pascal, Modula-2, and Fortran. Author: Jerry Mack

**MemoPad** A shareware intuition-based memo reminder program. Nicely done. Version 1.1, binary only. Author: Michael Griebling

### •Fred Fish Disk 147•

Released August 16, 1988

**MicroGNUEmacs** MicroGNUEmacs(MG 2b) contains many additions and enhancements since the original works by Dave Conroy (credit belongs to all contributors and Beta testers. Note: Amiga specific source code files and the document files have been archived. An executable copy of the PDS archive program "Zoo" is in the "c" directory

### •Fred Fish Disk 148•

Released August 16, 1988

**EEJ "Escape from Jovi"** A machine-code game featuring hi-res scrolling, large playfield, disk-based Hi-Score list, stereo sound, and multiple levels. Use a joystick in port 2 to control the ship. B, shareware (\$8). Author: Oliver Wagner

**Fme** Nicely done map editor for the Fire-Power (tm) game. Features interlaced hi-res with intuition interface. See the "Readme.fn" file for information on making a bootable disk. Includes source. Author: Gregory MacKay

**HandyIcons** Adds a menustrip to the WorkBench window that allows you to run selected Workbench Tools by menu selection. Can be set up to provide custom environments. Current version supports only WorkBench Tools and not Projects. Binary. by: Alan Rubright

**Scrambler** A simple program that will encode/decode a text file into illegible gibberish, which resembles executable code, to evade prying eyes. Version 0.01, Binary only. Author: Foster Hall

### •Fred Fish Disk 149•

Released August 16, 1988

**AnimalSounds** A sample of digitized animal sounds along with a simple sound player. Authors: The Trumor Company, Inc. Sound Player by Don Pitts

**DX-VoiceSorter** Written to be used with Jack Deckard's VoiceFiler program. (Disk 82). It allows for the sorting of a number of voicefiles stored using that program into a new voicefile of voices made up from various files. Includes source. Author: David Bouckley

**Keep** A nice little utility program with an intuition interface for BBS and network junkies who download messages in one large file and then read them off-line. Using only the mouse, you can drive through such files a message at a time, examine each at your leisure and tag those you wish to keep. Version 1.2, binary only, but source available with donation to author. Author: Tim Grantham

**Less** Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Now lets you also print the current file. Very useful! This is Amiga version 1.3, an update to the version on FF92. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian

**Scheme** "Scheme is a statically scoped and properly tail-recursive dialect of the Lisp programming language invented by Guy Lewis Steele Jr. and Gerald Jay Sussman." Binary only. Amiga port by Ed Puckett

### •Fred Fish Disk 150•

Released August 16, 1988

**AirFoil** An update to the Airfoil generator on FF 71. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Authors: Russell Leighton Addendum by David Foster

**DC10** An AmigaBASIC DC-10 instrument flight simulator. Appears to be quite in-depth with flight-planning and take-off options along with an extensive documentation file. Requires rebuilding on a separate disk and was successfully done so by following the author's instructions in the ReadMe\_First file. Author: Jan Arkesteijn

**ExecLib** A working example of how to build and use user-defined disk-resident libraries. Of special interest to developers working with Lattice C. Author: Alex Livshits

**Iconizer** A utility program that saves your current mouse pointer to a small icon. You can restore the pointer just by double-clicking on its icon. Allows for building a whole library of pointers and to use them whenever you want. Binary only. Author: Alex Livshits

**Pilot** An implementation of the PILOT language for the Amiga, including a demo done for the National Park Service. PILOT is a limited use language for use in educational and computer based instruction programs. Binary only with Beta test kit available from authors. Author: Terry LaGrone

**StealMemBoot** A small utility designed to be a direct replacement for NoFastMem kind of programs. It modifies the boot block of a disk, so when you boot with it, all memory allocations will return only CHIP memory. Author: Alex Livshits

### •Fred Fish Disk 151•

Released August 16, 1988

**GlobeDemo** A graphics demo which displays very smooth transitions of the rotating earth. Features a pop-up menu. Includes source. Author: Bob Corwin

**Icons** Yet another potpourri of interesting icons to choose from if you need one for your own program. Author: Dave Turnock

**Pcopy** A small intuition-based disk copier similar to the resident "DiskCopy" except with write-verify and other user-selectable options. Useful for making multiple copies with reliable data. Requires two disk drives. Includes source. Author: Dirk Reisig

**SET** A CLI-based utility (SetColorTable) for displaying and/or setting a screen's colors. You can save the colors of a screen to be restored later, or copy one screen's colors to another. Includes source. Author: aklevin

**SlideShow** Very nicely done slide-show program written in assembly language. Features forward/backward presentation and creative screen wipes. Currently works only with IFF lo-res pictures. Executable only along with some new IFF pictures to have come my way. Shareware (\$16). Authors: Mike McKittrick and Sheldon Templeton



# The Fred Fish Collection



**Surveyor** A little utility that opens a window on the current screen and displays information about the pointer. Allows for absolute or relative measurement between two points on the screen. Very handy for precise positioning of icons and such. Includes source. Author: Dirk Reising

## •Fred Fish Disk 152•

Released August 16, 1988

**Blk** A requester making tool employing various recursive algorithms including a recursive parser. It takes input text files and converts them to C-source for including as requester declarations. Includes source. Author: Stuart Ferguson

**RunBack** A variant of Rob Peck's RunBackGround program from FF73. Allows you to start a new CLI program and run it in the background, then closes the new CLI. This version automatically searches the command-search-path to find the program. Includes source. Author: Daniel Barrett

**UUCP** This is a version of uucp (UNIX to UNIX Copy Program) for the Amiga, along with some miscellaneous support utilities like cron, mail, and compress. Includes source. Author: Various, submitted by William Loftus

## •Fred Fish Disk 153•

Released August 16, 1988

**Dme** Version 1.30 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF134, includes source. Author: Matt Dillon

**HP11** Emulates an HP11C calculator including the program mode. Features an ON/OFF button that turns the calculator into an icon that will sit and wait until you need it again. Documentation on the features is scarce, perhaps some industrious HP owner could write a small tutorial for the benefit of those that don't own an HP calculator. Binary only. Author: David Gay

**HPMam** A program to manipulate settings and fonts on HP LaserJet+ printers and compatibles. Includes an Intuition interface and some sample picture files. Version 1.0, binary only, shareware. Author: Steve Robb

**Synthemanila** An interesting, very small (and very persistent!) musical piece. If you plan on stopping it without using three fingers, you better read the document file first! Binary only. Author: Holger Lubitz

## •Fred Fish Disk 154•

Released August 16, 1988

**Ada** An Ada Syntax checker for the Amiga. Includes lex and yacc source. Author: Herman Fischer; updates by William Loftus

**AssemblyDemos** An interesting group of assembly language demos for your visual and aural pleasure. Binary only. Author: Foster Hall

**DiskLib** Two utilities for those people who like to split up PD disks into disks of different categories. Includes source. Author: Wilson Snyder

**Guardian** Another virus diagnosing and vaccination program. Recognizes any non-standard bootblock. Includes a small utility program to permanently place the program on a copy of your kickstart disk in place of the seldom (if ever) used Debug() function. Binary only. Author: Leonardo Fei

**PrintSpool** A print-spooling program. Very useful for printing files in the background. Many command-line options. Version 1.0.0, Includes source. Author: Francois Gagnon

**Utilities** A group of four little utility programs, Cal, Undelete, DClock and WhereIs. Binary only, see the ReadMe file for a description of each. Author: Dan Schein

**VirusX** An update to the virus-detecting program of the same name on FF137. This version also checks for the Byte-Bandit strain. Version 1.21, Includes source. Author: Steve Tibbett

**Virus\_Alert!** Yet another anti-virus program with a twist. Once installed a message is displayed just after a warm or cold boot notifying the user that the disk and memory are virus-free, and forcing a mouse-button press before continuing. Anything writing to the bootblock thereafter will destroy the message and a normal virus-infected boot (???) will take-place. Versions 1.01 and 2.01, Binary only. Author: Foster Hall

**Wicon** A "Window Iconifier". Allows you to turn your windows into small icons which can be later recalled. Currently installed with MacWin to give your windows a "rubber-banding" effect. Version 1.14, Includes source. Author: Steven Sweeting

## •Fred Fish Disk 155•

Released October 2, 1988

**AsmExamples** A couple of assembly code examples. Executables are not extremely useful but the code might be of considerable benefit to beginning assembly language programmers. Author: Henrik Clausen

**Bison** A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort. Contains updates to the version on FF136, submitted by two separate sources. Includes source. Author: Bob Corbett and Richard Stallman; updates by William Loftus and Scott Henry

**NoSmoking** Sample program showing the use of a recoverable alert while displaying a personal health message. Includes source. Author: Theo Kermanidis

**Scenery** A very nice assembly language random scenery generator. Generates very realistic looking landscapes. Includes intuition interface and lots of menu options. Version 1.0, binary only. Author: Brett Casebolt

## •Fred Fish Disk 156•

Released October 2, 1988

**Blocks2** Amusing and colorful display of a moving trail of "blocks". Update to version on FF71, however this version also includes source. Author: Gary Walker

**Flex** Flex is a replacement for the UNIX "lex" (lexical analyzer generator) program that is faster than lex, and freely redistributable. Includes source. Authors: Jeff Poskanzer, Vern Paxson, et. al. Submissions by William Loftus and Scott Henry

**Go64** Another screen hack aimed at an earlier Commodore product (Not to be confused with the commercial product Go-64! from Software Insight Systems). Includes source. Author: Joerg Ansluk

**Grammars** A group of lexical grammar files for Ada, C and Pascal for use in conjunction with the flex program on this disk and the bison program on FF 155. Authors: Various, submitted by William Loftus

**OOPS!** Tired of the monochrome background color of your Workbench or CLI? Then try this colorful screen hack to brighten things up! Includes source. Author: Joerg Ansluk

## •Fred Fish Disk 157•

Released October 2, 1988

**60or80** A small utility to toggle the 60/80 column text modes without having to go through preferences. Works from either the CLI or the Workbench. Includes source. Author: Mark Schretlen

**AmicForm** Creates a phonebook containing only those areacodes and exchanges reachable through PC-Pursuit. Input any of Chet Solace's Finalist BBS lists and it creates the phonebook in a form usable by AmicTerm and a number of other popular terminal programs. Version 1.3, Binary only. Author: John Molsinger

**AnimBalls** A nifty little animation program that allows you to create a collection of balls in three-space and then interactively rotate them in real time using the mouse. Includes source. Author: Jim Guilford

**BootBack** A handy little utility to copy and save the boot block from a disk, then later restore it should the disk get stomped on by some ugly virus. Includes source. Author: David Joiner

**ECPM** A CP/M emulator for the Amiga. Emulates an 8080 along with H19 terminal emulation. Update from version on FF109. Includes source. Author: Jim Cathey; Amiga port by Charlie Gibbs; Significant improvements by Willi Kusche

**KeyFiler** A BBS message file sorter that allows sorting by keyword. Includes a textreader, Soundex matching, and limited wildcard capabilities. Version 1.0, Binary only. Author: John Molsinger

**ScreenZap** A little utility to clean away screens that are left by ill-behaving programs. It will kill every screen behind the Workbench, noting how many it gets. The screens in front of WB are not affected. Includes source. Author: Lars Clausen

**SetPrefs** Allows you to build a whole library of preference settings and instantly switch back and forth between them. Affects all preference settings not just the colors. Very useful for machines with multiple users or multiple external devices. Includes Amiga's default and various sample preference settings. Binary only. Author: Martin Hippel

**Xicon** Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.01, an update to the version on disk 102. Includes source. Author: Pete Goodeve

## •Fred Fish Disk 158•

Released October 2, 1988

**DiskX** Nicely done Sector-based disk editor. Binary only. Author: Steve Tibbett

**MemBoardTest** Originally designed for production testing of A1000 memory boards. Very nice intuition interface. Version 2.4, Includes source in Modula. Author: George Vokalek

**MSDOS** A program to list files written in standard MS-DOS or Atari ST format. The files can then be copied to RAM and rewritten to disk in Amiga-DOS format. Binary only, Shareware. Version 0.1. Author: Frank Whibelting





## The Fred Fish Collection

**PCBTool** An early version of a shareware PC Board layout program. Lots of options including variable size pads and traces, grids, grid snap, layers, zoom, selectable centering, text and more. This version does not support printer/plotter dumps or libraries. Version 2.6, binary only. Author: George Vokalek

**ScreenX** A handy little background utility that provides a small clock/memory counter in its inactive mode and a versatile screen manipulator when called upon. Binary only with source available from author, Version 2.1. Author: Steve Tibbett

**TaskX** A "real-time" task editor. Lets you list and set the priorities of all the currently running tasks. Binary only, Version 2.0. Author: Steve Tibbett

**VirusX** Update to the version on FF154, checks for a couple of additional new strains. Includes source, Version 1.6. Author: Steve Tibbett

**YachtC3** Update to the Yacht program on disk #10, contains some fixes and incorporates a simple sound process. Version 3, includes source. Author: Sheldon Leemon, with enhancements by Mark Schretlen

### •Fred Fish Disk 159•

Released October 2, 1988

**Free** A little command to put in your c directory that returns memory status and number of tasks currently served by EXEC. Includes source. Author: Joerg Ansliek

**MIDItools** A group of several different utility programs for those who run a MIDI system. Binary only. Author: Jack Deckard

**StarChart** Nicely done intuition based program to display and identify about 600 stars, galaxies and nebulae visible in the Northern hemisphere. Version 1.2, includes source. Author: Ray R. Larson

**TaskControl** Nicely done task-handling program allowing you to put to sleep, kill or change priorities of all the currently loaded tasks. Also potentially GURU-producing, so be careful what tasks you kill, change priorities of, etc. Handy window sizer will reduce it almost to an icon to hang around until you want to use it. Binary only. Author: J. Martin Hippele

**TUC** "The Ultimate Clock". Another window title clock/memory minder. This one is in 132 columns! Also gives the free memory on drives DF0, DF1 & DF2. Includes source. Author: Joerg Ansliek

### •Fred Fish Disk 160•

Released October 2, 1988

**Calls** A little utility to help analyze the flow of a C-program by laying out the functions called in a hierarchical manner. Author: Originally from Usenet with major revisions by Kevin Braunsdorf, Amiga port by George MacDonald

**Check** A useful little utility for finding structural errors in C-source code. Many command-line options. Version 1.03, binary only. Author: Keith Elbertson

**Dis** A 68000 disassembler, written in assembly, this is an update to the version on disk #128. Includes source. Author: Greg Lee with enhancements by Willi Kusche

**DMouse** A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. Version 1.09, includes source. Update to version on FF145. Author: Matt Dillon

**DWIP** "Daisy Wheel IFF Printer". A graphics printing utility that allows the printing of IFF pictures on a daisy wheel printer. Includes source. Author: Ken Van Camp

**M4** A UNIX M4 look-alike macro processor intended as a front end for Ratfor, Pascal, and other languages that do not have a built-in macro processing capability. Pd M4 reads standard input, the processed text is written on the standard output. Author: Ozan S. Yigit (oz)

**MemoPad** A shareware intuition-based memo reminder program. Nicely done. Update to version on FF 146, version 1.2, binary only. Author: Michael Griebling

**NeuralNets** A neural network example using the generalized back-propagation delta rule for learning, specifically applied to the tabula rasa Little Red Riding Hood instance. Author: Josiah C. Hoskins

### •Fred Fish Disk 161•

Released October 2, 1988

**Friends** Cute little screen hack with command-line options to keep your mouse pointer company when you step away. Includes source. Author: Michael Warner

**Getsprite** A simple little program to convert Dpaint brushes into C-source. Binary only. Author: Michael Warner

**IncrEv** A handy little program that will automatically increment the revision number of a program every time it is recompiled. Binary only. Author: Bryan Ford

**LGZ** A Map generator/editor for the LGZ game. Not extremely useful if you don't happen to play that game, but good source example of intuition interfacing. Version 0.1. Authors: Lars and Henrik Clausen

**Mackie** A versatile cli/macro-key initiator based on POPCLI with a unique method of "screen-blanking". I won't say more, just try it! Version 1.1, includes source. Author: Thomas Rokicki

**Nag** A shareware appointment calendar with its own editor and a unique 'nagging' feature utilizing the Amiga's voice and audio devices. Version 1.6, binary only. Author: Richard Lee Stockton

**Perl** Practical Extraction and Report Language, an interpreted language optimized for scanning arbitrary text files, extracting information from those text files, and printing reports based on that information. Author: Larry Wall

**VRTest** Another anti-virus utility that allows visual inspection of RAM starting a \$7E7FE, RAM cleaning, bootblock inspection and vector monitoring/resetting. Written entirely in assembly language. Version 3.2, binary only. Author: Babar Khan

**XBoot** A very simple utility to convert a boot block into an executable file so you can use your favorite debugger (Wack, Dis, etc.) to study it. Includes source. Author: Francois Rouaix

### •Fred Fish Disk 162•

Released October 2, 1988

**Avi** A work-alike version of the UNIX vi editor for the Amiga. Though not especially recommended for beginners, designed for those of you who may have the vi commands permanently hard-coded into your fingertips! Version 1.0, binary only. Author: Peter Nestor

**CLI Utilities** This directory contains several subdirectories with small utilities, collected from various sources, that are only usable from the CLI.

See the Readme file for further information. Some include source. Author: Various

**Dark** A small graphics and animation demo. Includes source. Author: Phil Robertson

**Flow2Troff** A little utility to convert from New Horizons Software "FLOW" files to UNIX "troff" files, suitable for printing on any troff-compatible laser printer. Version 1.0, includes source and a sample "FLOW" file. Author: Daniel Barrett

**LabyrinthII** A shareware role-playing text adventure game similar in operation to the Infocom text adventures. Includes source. Author: Russell Wallace

**Iffar** Maintains archives of Interchange File Format (IFF) FORM, AT and LIST files in a manner that complies with the IFF CAT specification. Version 1.2, includes source. Author: Karl Lehenbauer

**SetPALorNTSC** A couple of utility programs for testing the suitability of a developed program in either the PAL or NTSC environments. Includes source and a sample program. Author: Peter Kittel

**TES** "The Electronic Slave" adds a gadget strip to the top of the cli window to perform such functions as device directories, info, run ED, and time. Currently, assignments are hardcoded but not difficult to change if you own a compiler. Version 1.1, includes source. Author: Joerg Ansliek

**UnknownGirl** Another small musical piece similar in execution to "Synthmania" on FF153. Binary only. Author: Holger Lubitz

### •Fred Fish Disk 163•

Released November 23, 1988

**Bankn** A complete checkbook system offered by the author as shareware. Update to version on FF120. Version 1.5, binary only. Author: Hal Carter

**FiveInLine** A board-playing game similar to Go-Moku, Ristinolla, etc. Fast-paced and quickly addictive! Includes source. Author: Njål Fisketjxn

**MachII** A "mouse accelerator" program that also includes hotkeys, the features of sun mouse, clicktofront, popcli, title bar clock with a hbs online charge accumulator, and more. Update to version on FF130. Version 2.4c, binary only. Author: Brian Moats

**MemTrace** Routines to help debug memory allocation and freeing during program development. Will complain if you try to free memory you didn't allocate and will report on memory not freed when your program finishes. Author: Jojo Wesener

**PcPatch** Patches for PCCopy and PCFormat from the 'EXTRAS 1.2' disk, to allow reading/writing/formatting 3.5 inch 360k (2 sides/ 40 Tracks/9 sectors) MS-DOS disks. Author: Werner Guenther

**ReadmeMaster** A nifty little database for finding those programs that you know exist somewhere (???) in the AmigaLibDisk library. Maintains a key-word dictionary of the Contents descriptions that allows searching by disk number, program title, author's name, or some other descriptive word. Currently supports disks 1-154 with planned updates from the author. Binary only. Author: Harold Morash

**View** A mouse-oriented text file reader. Sample operation is demonstrated in reading the View.doc file, instead of using the usual "Less" text file reader. Author: Bryan Ford



## •Fred Fish Disk 164•

Released November 23, 1988

**C-Functions** A group of four little C-functions to add to your library to make your programming life a little easier. Includes source and a small demo program showing some of the results. Author: Lars Thuring

**DiskSalv** Very useful program to recover files from a trashed AmigaDOS disk. Can also "undelete" files deleted by mistake, so long as they have not overwritten by further disk activity. Requires two disk drives. Many enhancements since the original version on FF 20. Version 1.3, Binary only Author: Dave Haynie

**Red** A handy little editor that is more user-friendly than "Ed", yet doesn't require the memorization of complicated keystrokes of some of the larger, more powerful, editors. Binary only. Author: Hal Carter

**Newton** Uses the "Newtons Method" algorithm to estimate both real and imaginary roots of a polynomial of degree 20 or less. Version 1.0, includes source. Author: Daniel Barrett

**NewZAP** A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. Update to version on FF 58. Version 3.18, Binary only. Author: John Hodgson

**PcView** Provides the PC community with the opportunity to display IFF pictures to the best of EGA's ability. Displays Amiga pics, IBM-PC Deluxe Paint Pics, Apple II-GS Deluxe Paint Pics, and others in the IFF standard format. Includes source. Author: John Hodgson

**PolyRoot** Another Polynomial root-finder using the Newtonian algorithm. Nicely done in AmigaBASIC with good documentation file. Version 2.00. Author: Jon Giorgini

**PrtDrivers** A couple of new Printer Drivers. One for Digital Equipment's LN03+ laser printer, and one for Mannesmann Tally's MT420d dot matrix. Authors: DEC LN03 — Bernie Mentink MT420d — Sascha Wildner

**Zoo** A file archiver, much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). This is version 2.00, an update to the version released on FF 136. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

## •Fred Fish Disk 165•

Released November 23, 1988

**Conman** Extremely useful replacement for the standard console handler, provides line editing and command line histories. Completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.3, binary only, update to version on FF 133. Author: William Hawes

**CPM** Another CP/M emulator independently authored from the version that appeared on FF 157. Emulates a CPM computer with a Z80 processor connected to an ADM3A terminal. Assembly source included. Author: Ulf Nordquist

**Parsnag** A program to aid in performing color separations on Epson JX-80 printers. Includes source. Author: John Hodgson

**PlotView** A couple of programs, Plotview and Plot2Am, for viewing UNIX plot files. Also included are two sub-directories: Plot — a device independent

plotting package for the Amiga, compatible with the UNIX plot subroutine package and Plot2Tek — converts UNIX plot format files to Tektronix 410x terminal graphic commands. Source included.

Author: Joel Swank

**RAMCopy** A copy program designed for machines with 1 meg or more of RAM and only one disk drive. Allows you to copy a complete disk in only one pass. Author: Stephen Gunn

**SPUDclock** A simple program that uses the narrator device to speak the time at certain user specified intervals. Lots of command line options. Version 1.2, includes source. Authors: Robert E. Beaty and H. Bret Young

## •Fred Fish Disk 166•

Released November 23, 1988

**AutoGraf** Collects and graphically displays information on auto mileage. Features such as miles per gallon, cost per mile, miles driven, highs, lows, averages, etc. Includes sample data file, a couple utility programs and source. Version 1.0 Author: Joel Swank

**Cref** A C cross referencer program. Prints out your code with line-numbers and complete key-word cross-referencing. Update from version on FF 103 which had a serious bug. Includes source. Author: Mike Edmonds; Amiga port by Joel Swank

**MultiCalc** Yet another RPN type graphic calculator. This one generates answers with extreme precision (if 3000 digits is enough!) Features a 48-digit scrollable display, mouse driven with lots of keyboard shortcuts, and iconification during non-use. Binary only. Author: Kenneth Johnson

**Stevie** A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. Version 3.10a, includes source. Author: Various, Amiga port by Tony Andrews

## •Fred Fish Disk 167•

Released November 23, 1988

**CDecl** English to C (and vice versa) translator for C declarations. This little gem will translate english such as "declare foo as pointer to function returning pointer to array 10 of pointer to long" into "long (\*(foo)O)[10]", and vice versa. Update from version on FF114. Includes source. Author: Graham Ross with enhancements by David Wolverson, Tony Hansen, Merlyn LeRoy, Udi Finkelstein and probably others!

**CLIcon** Allows you to run cli programs from the workbench, similar in operation to IconExec, but more versatile. Author: Bryan Ford

**CloseMe** Another ingenious perversion in the screen hack category. Don't miss this one...surely destined to become a classic! Includes source. Author: Charlie Gibbs

**DSM** Dynamic Sound Machine) Demo version with "Save" disabled of a program that will take any IFF sound or raw data and save it as a totally self-contained, runnable program. Author: Foster Hall

**MRPrint** A cli-based text file printing utility with lots of nice features, including tab-to-space expansion, page headers, line numbers, margin control with line-splitting and pagination correction, ARP wildcard support, and auto-rejection of files containing binary characters. Version 3.1, Includes source. Author: Mark Rinfret

**Smus3.6a** An enhanced version of the smus player that last appeared on FF58 Author: John Hodgson

**Sounddemos** Some very nice demos for showing off the incredible audio power of the Amiga! 100% assembly language, make sure you have the stereo connected for these! Author: Foster Hall

# The Fred Fish Collection



## •Fred Fish Disk 168•

Released November 23, 1988

Fred Fish Disk 168 is the first disk of a two disk "Matt Dillion special" containing binaries and sources to the latest versions of a great deal of Matt's many programs. For a complete listing of the programs on these two disks, see the explanation in Fred Fish Disk 169. Because of the nature of Matt's programs and the need for his support libraries to recreate many of his programs, Fred Fish opted to keep these disks as Matt submitted them, rather than follow the usual AmigaLibDisk format of binaries and sources in one directory. This change would have increased this to a three disk set. Please note that if you plan on recreating any of these programs, then it is quite possible you will need information from both disks.

## •Fred Fish Disk 169•

Fred Fish Disk 169 is the second disk of a two disk "Matt Dillion special" containing binaries and sources to the latest versions of a great deal of Matt's many programs. Because of the nature of Matt's programs and the need for his support libraries to recreate many of his programs, Fred Fish opted to keep these disks as Matt submitted them, rather than follow the usual AmigaLibDisk format of binaries and sources in one directory. This would have increased this to a three disk set. Please note, if you plan on recreating any of these programs, it is quite possible you will need information from both disks. Released November 23, 1987

**CONFIG V1.00** Used to configure friendly programs like DME for the initial window placement (configures the executable)

**Clock V1.00** Simple clock, configurable with config.

**DME V1.31** Matt Dillion's programming oriented editor

**DMouse V1.10** mouse enhancer .. acceleration, blanking, etc...(now handles requesters better w/ auto-activate)

**Backup V2.01** HD backup/restore (same program just renamed)

**SUPLIB** Support (link time) library required to compile my programs.

**LIBREF** Utility for generating run-time library link library assembly files, lvo.asm, and the run-time library's vector list. Currently very Aztec in terms of what it generates.

**DRES V1** Support (run time) library w/ lots of functions including a generic parser & IPC.

**DASM V2.11** Small-systems assembler. Handles 6502 and some of the Motorola single chip microcomputers. Generates code (not object module oriented).

**FTOHEX** Part of DASM used to convert a DASM executable into an intel-hex formatted ascii file.

**FILES V1.2** Matt Dillion's disk catalog program.

**SHELL V2.10** Added environment variable support and more. Use ConMan if you want command line editing, I do (it should not be a function of the shell and it isn't in mine).

**FINDIT V1.00** Search for a filename (wildcard)

**LIBS V1.00** list libraries/devices in ram or attempt to remove libraries.

**SCAT V1.00** Utility to 'cat' binaries without blowing up the display





## The Fred Fish Collection

**ADDCR V1.00** Utility to add CR's before LF's in files

**REMCRC V1.00** Utility to remove CR's in files

**CMP V1.00** Utility to compare two files

### •Fred Fish Disk 170•

Released November 23, 1987

**Afterterm** Communications program utilizing IBM 3278 terminal emulation. Binary only. Author: Don Brereton

**Dis6502** A ported 6502 disassembler with support added for C64 binary files. Includes source. Author: Robert Bond, Amiga port by Udi Finkelstein

**FastText** Blitter based fast text rendering routines written in assembly. Unique in the fact that they speed up rendering of non-proportional fonts of any height, and from 4-16 pixels in width. Source and test program included. Author: Darren M. Greenwald

**MRBackUp** A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 2.4, Update to version on disk 129. Binary only Author: Mark Rinfret

**PtrAnim** Program, includes lots of samples, a utility program and instructions on creating your own animations. Be sure to also read the "Disclaimer" in the author's ReadMeFirst file. Binary only, shareware Author: Tim Kemp

**Surf** Generates bezier surfaces of revolution. Will produce some amazing pictures of wineglasses, doorknobs, or other objects one could turn on a lathe. Includes the capacity to map IFF image files onto any surface that it can draw. Source included Author: Eric Davies

**Turbo** Opens a small window with a gadget that when selected, turns off biplane, sprite, copper and audio DMA, presumably to increase system speed. Includes source. Author: Oliver Wagner

### •Fred Fish Disk 171•

Released November 23, 1988

**AZComm** Modified version of Comm 1.34 that contains Zmodem send, receive, and resume receive. Version 1.00, Binary only. Author: SS. Patel, based on Comm 1.34 by DJ James

**Maze** A couple of very nice demos for the creation and use of single-solution mazes, one of which is practically a stand-alone game. Includes source. Author: Werner Gunther

**Sozobon-C** Atari ST version of what appears to be a full K&R freeware C-compiler, assembler and linker. The compiler main pass and the assembler were compiled and tested on an Amiga A2000 with only minimal changes, and they appear to work (to the extent that they believe they are running on an Atari-ST), so an Amiga port should be relatively easy. Author: Sozobon, Limited.

**Xoper** Very comprehensive program to monitor and control system activity. Monitor cpu, memory usage, ports, interrupts, devices. Close windows, screens, show loaded fonts or last Guru code number. Clean up memory, flush unused libraries, devices, fonts, etc. and a whole bunch more! Spawns its own process. A very handy background task to have loaded. Assembly source included. Author: Werner Gunther

### •Fred Fish Disk 172•

Released November 23, 1988

**DataToObj** A utility to convert raw data files (sprites, image data, text, etc.) directly into object code which can then be linked to the main program without the need to go through the compiling process. Includes source. Author: Werner Gunther

**Handshake** A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Now supports ANSI colors, screen capture and more. Update to version on FF60. Version 2.12a, binary only, shareware. Author: Eric Haberfellner

**MFIX** A small program to insert in the startup-sequence of the commercial program, Marauder II, from Discovery Software, International. Whenever the copy process is started, the rainbow screen is covered by a bare screen until the copy is finished. The author claims a 25% decrease in copy time is achieved. Version 1.0, binary only. Author: Stephen Gunn

**PopInfo** A "shrinkable" workbench utility to show you some info that Workbench doesn't, such as free memory on external devices, chip, fast, and total RAM usage and more. Version 2.0, Includes source. Author: Jonathan Potter

**ProCalc** A program that simulates an HP-11C programmable calculator. Lots of enhancements and bug fixes since the original version on FF139. Version 1.2, binary only, shareware. Author: Gotz Muller

**Spiff** Make controlled approximations between two files. Similar to "diff" but more versatile. Allows for the handling of numerals as string literals or numeric values with adjustable tolerances. Provides for embedded commands, scriptfiles, and many other command-line parameters. Potentially very useful, but needs some Amiga-specific work. Source and some example files included. Author: Dan Nachbar, Bell Communications Research (BELLCORE)

### •Fred Fish Disk 173•

Released February 4, 1989

**CrcLists** Complete CRC check files for disks 146-172 using the crc program from disk 133. These were made directly from my master disks. Author: Fred Fish

**FileSelect** A FileIO selector, written 100% in assembly. Version 1.0, includes source Author: Fabrice Lienhardt

**IffLib** A ready-to-use library to perform various manipulations on IFF files. Includes a sample IFF viewer and a utility to save the front screen as an IFF file. Author: Christian A. Weber

**ILBM2C** Very useful utility for C-programmers. Reads in a standard IFF ILBM file and outputs a file that can then be included in your program. Includes source and a sample program. Author: Tim Kemp

**Tetrix** A addictive game of speed, skill and luck. Based on a game originally called Tetris. The object is to fit together oddly grouped falling blocks to create a solid wall, which is then cleared from the bottom up. Sounds simple enough right? Sure...! Shareware, Version 1.1, Binary only. Author: David Corbin

**Uedit** Version 2.4g of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only, shareware, update to version on disk 121. Author: Rick Stiles

### •Fred Fish Disk 174•

Released February 4, 1989

**Castle** A simple graphics adventure game suitable for beginners. Binary only, but source available with a small donation to the author. Author: H. James Fox

**Iff2Sun** A small utility for those of you who may have access to a Sun workstation. Takes an Amiga IFF file and converts it to a Sun rasterfile format. Source only, as the program needs to be re-compiled and run from a Sun. Authors: Steve Berry, Mark Thompson

**Print1.2** Another CLI-based printing utility with several nice features including the ability to print in ASCII or HEX, with or without line numbers and a CTRL-C Trap. Includes source. Author: John F. Zacharias

**Sh** Another version of the 'Sh' utility to unshar shell archives. Apparently corrects some problems encountered by similar programs. Until we can get everybody using some sort of "standard", perhaps if we collect enough of these utilities, we will eventually find one that works with the particular archive we're trying to unshar! Includes source. Author: Jim Guilford

**Strings** A simple utility with command-line options for locating strings in a binary file. Version 1.0, includes source. Author: Joel Swank

**TitlePage** Prints banner-type title pages for identifying listings. Lots of command-line options for specifying various fonts, pitches, typesizes, selectable centering, etc. Includes source. Author: Joel Swank

**Tunnel** An interesting graphics demo written in TDI-Modula 2. I suggest you don't stare at this too long! Includes source. Author: Garth Thornton

### •Fred Fish Disk 175•

Released February 4, 1989

**Elements** Very nice interactive display of the Periodic Table of Elements. Can display a large amount of pertinent data about a selected element along with a good deal of general and miscellaneous info. Author: Paul Thomas Miller

**Furnish** For those of you who may have ever used the "scale size cut and place" method of determining your next living-room arrangement, this Amiga-sized version may be just what you need. Binary only, shareware. Author: Terry Gintz

**Plot** Program to compute and plot 3 dimensional functions. Major revision to PD version on disk number 49 by the same author. Version 4.1, binary only, shareware. Author: Terry Gintz

**SafeBoot** Very handy intuition-based program to read and save custom bootblocks. The bootblock can then be later restored should the disk become virus-infected. Version 2.2, binary only. Author: Mark Lanoux

**SendMorse** Brush up on your morse code with this simple program that will read an input textfile and output the characters at an adjustable rate. Author: Joe Larson

**VirusX** Version 3.10 of the popular virus detection/vaccination program. Features a test for the new IRQ virus, among others, and a new "Kill Virus" utility. Includes source. Author: Steve Tibbett

**WBDepth** CLI program that allows you to change the number of biplanes for the WB screen on the fly. Very useful for A500 and A2000 users with kickstart in ROM. Binary only. Author: Andy Rachmat



**Zippy** A "Graphical Shell". Opens a medium-size window and attaches a menu-strip for performing all sort of disk/data manipulations. Features script files allowing you to attach custom menu selections as you move between directories. Also included is an intuition based utility for altering FileInfo data. (filename, filenote, RWED attributes, etc.) Version 2.5, binary only. Author: Michael Weiblen

### •Fred Fish Disk 176•

Released February 4, 1989

**AnalytiCalc** This disk contains version V23-2A of Glenn Everhart's large and powerful spreadsheet program called AnalytiCalc, submitted to me directly by Glenn for inclusion in the library as an update to the version released on disk 144. AnalytiCalc is presented in entirely ZOOed form because it could not otherwise fit on a single disk. Because the auxiliary utilities were presented on disk 144, they are not repeated here. The ZOO utility is used due to the lack of controversy over the format. The public domain BOOZ program is provided to extract the contents of the ZOO archives provided. With this release, AnalytiCalc has become "Freeware" rather than "Shareware". Thus the only restrictions on AnalytiCalc code are that derivative programs remain freely distributable.

**HyperNet** HyperNet is a small hypertext shell program for Amiga, presented with sources and brief documents. It was also submitted by Glenn Everhart, the author. HyperNet allows a "master" AmigaDos process to control a series of connected processes, where the connections are randomly ordered directed graphs. Permissible "child" processes available at any stage are governed by the links of the graph. The implementation is mainly instructive, but can be used for tutorials or demonstrations and illustrates the simplicity of hypertext concepts on a multi-tasking system.

### •Fred Fish Disk 177•

Released February 4, 1989

**ASpice** A version of the SPICE 2G.6 circuit analysis program which has been modified to run in the Amiga environment. The program arrays are adjusted to require one forth the memory of the DEC VAX version. Although this does not usually put much of a constraint on circuit analysis, some users who are used to the full mainframe environment may have to be more aware of the memory demands of their analysis. Requires a minimum of 1.5 MB memory. This version neither supports nor requires the 68020 processor or 68881 coprocessor. Binary only. Authors: Many, see Documentation

**DiskSalv** Version 1.32 of the popular "undelete" and file recovery program. Fixes a few bugs apparently found on the version 1.3 release on disk number 164. Author: Dave Haynie

**Jask** An intuition-based replacement for the ASK command. Will bring up a requester with a message and boolean yes/no type gadgets. Version 1.0, includes source. Author: John Barshinger

**Marge** A simple CLI utility to add a specified number of spaces or tabs to the left side of every line in a file. Includes source. Author: Joel Swank

**Path** An interesting concept in path-searching. This program contains a path-handler that allows you to selectively control or assign your system's search path using script files. Includes source. Author: Rico Mariani

### •Fred Fish Disk 178•

Released February 4, 1989

**AmicForm** Creates a phonebook containing only those areacodes and exchanges reachable through PC-Pursuit. Update to the version on disk number 157. Works with the new Finalist BBS format. Version 1.4, Binary only. Author: John Molsinger

**BlackBox** The black box is an 8x8 grid in which several "atoms" are hidden. Your job is to find the atoms. You have at your disposal a ray projector which you can use to send rays into the box from any of the 32 spots around the box. Binary only. Author: Tim Kemp

**CIATimer** Two versions of ciatimer routines to provide precise timing for applications requiring a high-accuracy real-time clock. Includes source and a sample executable. Author: Karl Lehenbauer, based on the original version by Paul Higginbottom

**Cosmic** An interstellar multiplayer game of War and Peace. From the looks of the documentation file, it appears fairly extensive! Version 1.01, includes source. Author: Carl Edman

**Is** Version 2.0 of the popular UNIX style directory lister. Revised for Lattice 5.0 and made 1.3 compatible. Includes source. Author: Justin V. McCormick

**RemLib** Removes a specified library (if currently unused) or displays some information about all available libraries. Update to version on disk number 139. Version 1.11, includes source in assembler. Author: Heiko Rath

**RexxArpLib** Version 2.0 of the rexxarplib.library, which has grown considerably, with substantial intuition interface support. Also included is a large number of ARexx macros. Author: W.G.J. Langeveld

### •Fred Fish Disk 179•

Released February 26, 1989

**DietAid** Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. Update FF36. V3.1, binary only. by Terry Gintz

**Dmake** Beta release of Matt's version of the UNIX make utility. Features multiple dependencies, wildcard support, and more. Includes source. By Matt Dillion

**Exception** Exception is a set of error handling routines that provide a programmer with the ability to easily handle often difficult to implement routines. Routines such as no more memory, file not open, read/write error, etc. V0.6, includes source. By Gerald T Hewes

**KickFont** For A-1000 owners, will permanently replace the topaz font on the kickstart disk with a font called "look". Includes a sample in the form of an IFF picture. V3.0, binary only. Also included is Benjamin Fuller's freely redistributable 'SumKick' program. By Greg Browne

**Launch** Sample program showing how you can load and execute a program in the workbench environment, then return to the CLI. Includes source. By Peter da Silva

**Regexp** A nearly-public-domain reimplemention of the V8 regexp(3) package. Gives C programs the ability to use egrep-style regular expressions, and does it in a much cleaner fashion than the analogous routines in SysV. Includes source. By Henry Spencer

**TSnip** Very nice "cut and paste" type utility with lots of uses and functions. Features a pop-up intuition control panel, multiple font and color

## The Fred Fish Collection



recognition, clipboard and pipe support and a couple of utility programs. V1.4a, source for support programs only. By John Russell

**UnixUtil** A few CLI utilities, including some functionally similar to the UNIX utilities of the same names. Included are: Wc, Head, Tail, Tee, Detab, Entab, and Trunc. Descriptions are given in the included '.doc' files. By Gary Brant

### •Fred Fish Disk 180•

Released February 26, 1989

**Browser** A programmer's "Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs. V1.6, update to FF134, binary only. By Peter da Silva

**GeoTime** A couple of interesting "clock" type programs based on the "Geochron". Observe the earth's shadow scroll across a map or globe in real-time, based on the system clock. V1.0, binary only, shareware. By Mike Smithwick

**GPrint** A black & white graphics print utility for Epson compatible printers. Command-line options allow several different print qualities and densities. Includes a couple of sample IFF files for printing. V2.03, binary only, shareware. By Peter Cherna

**Jed** A nicely done, intuition-based editor that is quite user-friendly. Features word-wrap, auto-indent, newcli, alt buffer, split-window, keyboard macro, help, printing, and more. V1.0, binary only, shareware. By Dan Burris

**NoVirus** Another Anti-Virus utility. This one features known and new virus detection, view boot block, save and restore bootblocks, several "Install" options and more. Written in assembly. V1.56, binary only. By Nic Wilson

**RepString** Nice little CLI utility to replace any type of string in any type of file with another string of any type. V1.0, binary only, shareware. By Luciano Bertato

**TrekTrivia** Very nice mouse-driven trivia type program for Star Trek fans. Contains 100 questions with additional trivia disks available from the author. Binary only, shareware. By George Broussard

### •Fred Fish Disk 181•

Released February 26, 1989

**AMXLISP** Amiga-ized version of the XLisp interpreter originally by David Betz. V2.00, includes source. By David Betz; Amiga work by Francois Rouaix

**Bally** Amiga port of the former arcade game named Click. Lacks sound effects, promised for later updates. V0.1, binary only, shareware. By Oliver Wagner

**Tracker** Useful debugging routines similar in function but more versatile to those of "MemTrace" on FF163. Will track and report on calls to AllocMem(), FreeMem() (or lack thereof!) among others. V0.0a (Alpha release). By Karl Lehenbauer

### •Fred Fish Disk 182•

Released February 26, 1989

**AMC** "Amiga Message Center". Scrolls a message from a text file across the screen on a colorful background. Similar to the "greetings" programs developed by European Amiga enthusiasts. V1.0, binary only. By Foster Hall





## The Fred Fish Collection

**Edimap** A keymap editor. Allows you to read in an existing keymap file, modify it to suit your needs, and save it as a ready-to-use keymap. V1.0, includes source. Author: Gilles Gamesh

**HR136** An IFF file containing a chart showing every possible mixture of the sixteen basic palette colors. Also included are optimized and monochrome palettes along with several tips and techniques for using them with various paint programs. By Dick Boume

**Iconmerger** Intuition-based program to take any two brush files and merge them into an alternate-image type icon. V2.0, binary only. By Terry Gintz

**Sam** Another IFF sound player with several command-line options. Includes several samples. V1.0, binary only. By Nic Wilson

**SetFont** Allows you to change the system font with various command-line options. Cleans up all known bugs in FF75. V2.5, includes source in C++. By Dave Haynie

### •Fred Fish Disk 183•

Released February 26, 1989

**FixFd** A utility for Amiga assembly programmers. FixFd will read a '.FD' file and output a file that can be 'INCLUDE'd rather than having to link with the colossal 'Amiga.Lib'. V1.0, includes source in assembly. By Peter Wyspianski

**Mklib** Another example of building a shared library that evolved from "Elib" FF87. Also included is a library, Edlib, which contains several functions not included in the Manx standard libraries. Includes source. By Edwin Hoogerbeets with C-functions from several different authors

**PCQ** A subset implementation of a freely-redistributable Pascal compiler. Supports include files, external references, records, enumerated types, pointers, arrays, strings and more. Presently does not support range types, the 'with' statement or sets. V1.0, includes source and sample programs. By Patrick Quaid

### •Fred Fish Disk 184•

Released February 26, 1989

**BI** A small brush to C-code image converter, intended to be used from CLI. V1.0, binary only. By Terry Gintz

**CardMaker** A programmer's aid for creating card image data that can be used in any card game that uses the standard 52 card deck. V1.0, binary only. By Terry Gintz

**DPS** Demo version of a program that will allow you to take any IFF file and save it as a totally self-contained executable file, without the need for any IFF-viewers. V1.0, binary only. By Foster Hall

**MouseUtil** Intuition based program to allow you to change your mouse speed without having to go through preferences. V1.1, includes assembly source. By Luciano Bertato

**Print** Small print utility designed to replace the "copy <filename> to prt:" command. Opens a window displaying the filename being printed, length, and a status bar showing percent completed. Also includes an abort gadget. V1.0, binary only. By Luciano Bertato

**VacBench** This amusing little screen hack will "clean up" your WorkBench screen for you when it gets too cluttered! Binary only. By Randy Jouett

**World** A text adventure game similar to the Infocom adventures of Planetfall and Starcross. Quite large with a tremendous variety of responses. V1.02, includes source. By Doug McDonald, Amiga port by Eric Kennedy

### •Fred Fish Disk 185•

Released February 26, 1989

**Commodore IFF** This is a copy of the official November 1988 Commodore IFF disk. All the files in the "documents" directory are in zoo file "documents.zoo"

### •Fred Fish Disk 186•

Released February 26, 1989

**A68k** A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. This is V2.42, an update to FF110. By Brian Anderson; C translation and Amiga work by Charlie Gibb

**Cards O'Rama** A simple game that let's you push your memory. It is played with a deck of 32 cards, grouped in 16 pairs. The cards are shuffled and then displayed at the beginning of each game. Your goal is to pick up as many pairs as you can, until there are no cards left on the screen. V1.0, includes source. By Werther Pirani

**Qt2** A cute program that gives the time the way many people actually do, i.e. "it's nearly ten to five". Includes source in assembly. By Charlie Gibb

**SimCPM** A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. This is V2.3, an update to FF109. By Jim Cathey; Amiga port by Charlie Gibbs and Willi Kusche

### •Fred Fish Disk 187•

Released February 26, 1989

**Diskperf** A disk benchmark program which runs on both Unix and the Amiga. This is an update to FF48, with bug fixes and more reliable measurements of the faster read and write speeds available under the new Fast File System. By Rick Spanbauer, enhancements by Joanne Dow

**HackLite** This is the latest version the Amiga port of Hack, with lots of Amiga specific enhancements and neat graphics. Now includes an easy to use installation program. This is HackLite V1.0.0, binary only. By Software Distillery

**Mackie** A versatile cli/macro-key initiator based on POPCLI with a unique method of "screen-blanking". I won't say more, just try it! V 1.13, includes source. This is an update to FF161. By Tomas Rokicki

**SetCPU** A program designed to allow the user to detect and modify various parameters related to 32 bit CPUs. Includes commands to enable or disable the text/data caches, switch on or off the '030 burst cache line fill request, use the MMU to run a ROM image from 32-bit memory, and to report various parameters when called from a script. V1.4, includes source. By Dave Haynie

### •Fred Fish Disk 188•

Released February 26, 1989

**BootIntro** This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. The headline can be up to 20 characters. The scrolling text portion can be up to 225 characters. V1.0, binary only. By Roger Fischlin

**DiffDir** Diffdir compares the contents of two directories, reporting on differences such as files present in only one directory, different modification dates, file flags, sizes, comments, etc. V1.0, includes source. By Mark Rinfret

**ExecDis** A disassembler comment generator program for the 1.2 Kickstart ROM exec library image. Generates a commented disassembly of the exec library. V1.0, binary only. By Markus Wandel

**FastGro** A fractal program, simulating Diffusion-Limited Aggregation (DLA) as described in the December 1988 Scientific American in the Computer Recreations column. This program is about an order of magnitude faster than the "SLO GRO" program described in Scientific American. V 1.0, includes source. By Doug Houck

**FracGen** A fractal generator program that generates fractal pictures from "seeds" that you create. This is unlike any of the other "fractal generators" I've seen. It can be used to load and display previously created fractal pictures, modify existing fractals, or create your own fractals. V 1.23, binary only, update to FF142. By Doug Houck

**MemoryClock** A clock program that shows the amount of free fast ram, free chip ram, as well as the time and date. Includes source in assembly code. By Roger Fischlin

**MinRexx** A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program from FF1. Includes source. By Tomas Rokicki

**Null** A new dos device that behaves like "NIL:" but unlike "NIL:", it is a real handler. This makes it useful in lots of situations where "NIL:" cannot be used. V 0.0, includes source. By Gunnar Nordmark

**TextDisplay** A text display program, like "more" or "less", but about half the size and handles all screen formats (pal/ntsc, interlace/non-interlace, etc). V 1.1, binary only. By Roger Fischlin

### •Fred Fish Disk 189•

Released March 19, 1989

**Mackie** A versatile cli/macro-key initiator based on POPCLI with a unique method of "screen-blanking". I won't say more, just try it! Version 1.20, includes source. update of FF187. Author: Tomas Rokicki

**NetHack** This is part 1 of a two part distribution of NetHack, which was too large to fit on a single disk, even when zoo'd. Part 2 is on disk 190. Both parts, along with zoo to unpack them, are required to use or rebuild NetHack. V 2.3. Includes source. Author: Various; Amiga work by Olaf Seibert

**Uedit** V 2.4g shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only, shareware, Update to FF 173 Author: Rick Süles

### •Fred Fish Disk 190•

Released March 19, 1989

**GaryIcons** A collection of more interesting and useful icons. Author: Gary Roseman

**LBM2Image** Takes an IFF picture and generates a C source module which can be compiled and linked with intuition DrawImage to display the picture with the intuition DrawImage function. Binary only. by: Denis Green

**NetHack** This is part 2 of a two part distribution of NetHack, which was too large to fit on a single disk, even when zoo'd. Part 1 is on disk 189. Both parts, along with zoo to unpack them, are required to use or rebuild NetHack. V 2.3 Includes source. Author: Various; Amiga work by Olaf Seibert



# The Fred Fish Collection



## •Fred Fish Disk 191•

Released March 19, 1989

**BlitLab** Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. V 1.4, an update to FF84. Includes source. Author: Tomas Rokicki

**Blk** A requester making tool employing various recursive algorithms including a recursive parser. It takes input text files and converts them to C-source for including as requester declarations. Update to FF152, with many enhancements. Includes source. Author: Stuart Ferguson

**FileBootBlock** This simple little program reads blocks 0 and 1 of a bootable disk and saves them as a program file that can be run (heaven forbid) or disassembled by programs like DIS or DSM. Includes source in assembly code. by: John Veldhuis

**Spell** A port of a Unix version of a freely distributable screen oriented, interactive, spelling checker. Update to FF54, with enhancements by Tomas Rokicki. V2.0.02, includes source. Author: Pace Willisson; enhancements by Tomas Rokicki

**Pz15** Computer version of those cheap plastic puzzles with 15 white tiles numbered 1 through 15 and an empty square in a 4 by 4 arrangement. This one is more challenging since you can't solve it by just prying out the pieces. Includes source. Author: Mike Hall

## •Fred Fish Disk 192•

Released March 19, 1989

**Eval** This package allows you to manipulate expressions. Currently its two main functions are evaluation and differentiation. It also does some basic simplifications (based on pattern matching) to make the result of a differentiation more presentable. Includes source. Author: David Gay

**PacMan87** This is a nice little "pacman like" game with some new features like fire pits, stabbing knives, electric arcs and flame throwers, that must be avoided. Has three levels of difficulty, easy, medium, and hard. Sounds can be toggled on or off. Keeps a record of the top ten scores. Shareware, binary only. Author: Steve Jacobs and Jim Boyd

**ReSourceDemo** A demo version of ReSource, an interactive disassembler for the Amiga. This is a complete version except that the "save" features have been disabled. V0.36, binary only. by: Glen McDiarmid

## •Fred Fish Disk 193•

Released March 19, 1989

**KeyMapEd** Allows you to change the KeyMaps used with SetMap. This is a full featured editor providing support for normal, string and dead keys. The keyboard represented is from an A2000/A500 but it is fully compatible with A1000 keyboards. V1.02, includes source. Author: Tim Friest

**Zc** This is a modified version of the Sozobon C compiler from FF171. It has been modified to generate code compatible with the A68k assembler from FF186 and a new frontend control program makes it easy to use like the UNIX "cc" frontend. V1.01, includes source. by: Johann Ruegg; Amiga work by Joe Montgomery

## •Fred Fish Disk 194•

Released March 19, 1989

**Moria** A single player dungeon simulation. The object of the game is to defeat the Balrog, which lurks in the deepest levels of the dungeon. You begin at the town level above the dungeon, where you may acquire supplies, weapons, armor, and magical devices by bartering with various shop owners, before descending into the dungeon to do battle. Amiga enhancements include pull down menus, graphics mode, pickup mode, a continuous move mode, a real time mode, a message wait time mode, as well as other modifications to improve overall playability and to take advantage of the unique features of the Amiga. V3.0, binary only, requires at least 1Mb of memory. Author: Robert Alan Koenke and others. Amiga version by Richard Henderson and others.

## •Fred Fish Disk 195•

Released April 1, 1989

**MicroEMACS** Version 3.10 of Daniel Lawrence's variant of Dave Conroy's microemac. This is an update to the version released on disk 119. New features include multiple marks, more function key support, a better crypt algorithm, and end-of-word command, a command line switch for setting environment variables, new hooks for macros, a command to strip trailing whitespace, internationalization features like foreign language message support, horizontal window scrolling, much faster search algorithm, Amiga intuition support, and more. Includes source and extensive online documentation. Author: Dave Conroy, MANY enhancements by Daniel Lawrence

## •Fred Fish Disk 196•

Released April 1, 1989

**HampPics** These are some of the most stunning digitized pictures yet for the Amiga. They were scanned at a resolution of 4096 by 2800 pixels, 36-bits per pixel, on an Eikonix 1435 slide scanner, cropped, gamma corrected, scaled, and converted to Amiga IFF HAM files. They are displayed with a special ILBM loader that handles overscan HAM images. Includes source for the display program. Author: Jonathan Hue

## •Fred Fish Disk 197•

Released April 1, 1989

**CTags** Create a tags file from the specified C, Pascal, Fortran, YACC, lex, or lisp sources. A tags file can be used by a cooperating editor to quickly locate specified objects in a program's source code. Berkeley V4.7, includes source. Author: Ken Arnold, Jim Kleckner, and Bill Joy Ported to Amiga by G. R. (Fred) Walter

**Find** Find is a utility which searches for files that satisfy a given boolean expression of attributes, starting from a root pathname and searching recursively down through the hierarchy of the file system. Very much like the Unix find program. V1.2, includes source. Update to FF134 Author: Rodney Lewis

**FixHunk** A program to modify executable files to allow them to run in external memory. It forces all DATA and BSS hunks in the file to be loaded into CHIP memory. CODE hunks will still load into FAST ram if available. New features include an interactive mode to select where each DATA or BSS hunk will load into memory, support for overlays, support for AC BASIC compiled programs, and support for new hunk types as used by "blink". V2.1, binary only. Update to FF36. Author: D.J. James

**Nro** Another roff style text formatter. This is version 1.5, an update to the version released on disk 79. New features include generation of ANSI/ISO codes for bold, italics, and underline, more than one formatting command on a line, longer macro names, and many more formatting commands. Includes source. Author: Unknown, posted to usenet by Alan Vymetalik. Many enhancements by Olaf Seibert

**Stevie** A public domain clone of the UNFX 'vi' editor. Supports window-sizing, arrow keys, and the help key. V3.35a, includes source. Update to FF166. Author: Various, Amiga work by G. R. (Fred) Walter

## •Fred Fish Disk 198•

Released April 1, 1989

**Charon** Charon is Bradley's entry for the First Annual Badge Killer Demo Contest. The text of the demo was written by Lord Dunsany (long before the Amiga). Bradley created the illustrations and animation. The sound track is a traditional Scottish tune "The Arran Boat", by: Lord Dunsany (1915). Bradley Schenck (1988)

## •Fred Fish Disk 199•

Released April 1, 1989

**ASimplex** An implementation of the Simplex algorithm for solving linear programs. It uses the standardized MPSX-format for input data files. V1.2, includes source. Author: Stefan Forster

**Csh** V3.02a of a csh like shell derived from Matt Dillon's shell, V2.07. Includes many new or improved commands, some bug fixes, etc. Includes source. Author: Matt Dillon, Steve Drew, Carlo Borro, Cesare Dieni

**MIDIsort** A program to transfer sound samples between the Amiga and a Roland S-220. V1.0, binary only. Author: Dieter Bruns

**Pyro** A screen blanking program that goes beyond the normal blanking process. When there are no input events, pyro takes over and starts a little fireworks display in color. V1.1, binary only. Author: Steve Jacobs and Jim Boyd

**SnipDemo** Demo version 1.23 of signal processing program sold by Digital Dynamics. Binary only. Author: John Hodgson

**Viewer** A very small program for displaying IFF pictures of any resolution. This one is written in assembly code and is only 988 bytes long. Binary only. Author: Mike McKittrick

## •Fred Fish Disk 200•

Released April 1, 1989

**NotBeingAgain** Dr. Gandalf's entry for the First Annual Badge Killer Demo Contest. It is an interlaced HAM animation with nicely integrated sound effects. It is a great visual pun on the original Being demo, but to say anymore would ruin the effect. Binary only, requires 1 Mb of memory. Author: Dr. Gandalf (Eric J. Fleischer, MD)

**Tank** This is Vincent's entry for the First Annual Badge Killer Demo Contest. It is an animation of a "fishtank simulator", with sound effects and a cute twist. Binary only. Author: Vincent H. Lee





## The Fred Fish Collection

### •Fred Fish Disk 201•

Released May 4, 1989

**Draco** Update to Chris Gray's Draco distribution for the Amiga. Enhancements include support for floating point, register variables, more optimization, improved call/return standard, etc. V1.2, an update to FF76. Requires documentation from FF77 to complete the distribution kit. Binary only. Author: Chris Gray

**DropCloth** DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the WorkBench backdrop. This is version 2.4, an update to version 2.2 on disk 128. Shareware, binary only. Author: Eric Lavitsky

### •Fred Fish Disk 202•

Released May 4, 1989

**SlavicFonts** A whole bunch of new fonts from Robin LaPasha. Version 1.0. Author: Robin LaPasha

**Vlt** VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. The program requires ARP, and it has an AREXX port. XMODEM 1K/CRC and Kermit protocol support also included. Version 3.656, binary only. Author: Willy Langeveld

### •Fred Fish Disk 203•

Released May 4, 1989

**Examples** Assembly and C code examples, including some old favorites (like speechtoy and yacht3) downcoded to assembly language. Includes a replacement for the official audio device, an example of creating a subtask, a rewrite in assembly of R. J. Mical's file requester, an example of installing a custom input handler ahead of intuition, and more. Author: Jim Fiore & Jeff Glatt

**GurusGuide** The source files for all examples published in the "Guru's Guide, Meditation #1: Interrupts" by Carl Sassenrath, the architect of the Amiga's low-level multitasking operating system and designer of Exec. Author: Carl Sassenrath

**Isam** A library of routines to access relational data base systems using the Index Sequential Access Method (ISAM). This is beta version 0.9, binary only. Author: Kai Oliver Ploog

### •Fred Fish Disk 204•

Released May 4, 1989

**FileReq** A simple file requester, written as an exercise by the author to see how easy it would be (it wasn't). Includes source. Author: Jonathan Potter

**GnuGrep** The grep program from the GNU project. Replaces grep, fgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. Version 1.3, includes source. Author: Mike Haertel, James Woods, Arthur Olson, Richard Stallman, Doug Gwyn, Scott Anderson, Henry Spencer

**HAMCu** Installs a custom copper list for the current active view (usually workbench) that contains all the colours from 0x000 to 0xffff. A neat effect and an easy way to show off the color capabilities of the Amiga. Includes source. Author: Jonathan Potter

**Image-Ed** An shareware icon editor submitted by the author for inclusion in the library. Suggested shareware donation of \$20. Version 1.8, binary only. Author: Jonathan Potter

**JPClock** A short clock program that is just packed with features. Includes source. Author: Jonathan Potter

**MouseBounce** A short hack/game that makes your mouse pointer bounce around the screen. The object is to close the MouseBounce window and exit the game. Each time you click the mouse button, the pointer speeds up. Includes source. by: Jonathan Potter

**PopDir** A small utility which "pops open" to help you look at the contents of a particular directory on demand. Version 1.4, includes source. by: Jonathan Potter

**PopInfo** A small utility which "pops open" to give you information about the status of your devices & memory. V 2.9, includes source. by: J. Potter

**Teacher** Teacher is a short, simple hack. I won't spoil the fun by telling you what it does. Includes source. Author: Jonathan Potter

### •Fred Fish Disk 205•

Released May 4, 1989

**Bally** Amiga port of the former arcade game named Click. This version now has sound effects. Version II, an update to FF181. Binary only, shareware. by: Oliver Wagner

**BattleForce** A nicely done shareware game, submitted by the author, that simulates combat between two or more giant, robot-like machines. Binary only, version 3.01. Author: Ralph Reed

**Chess** A port of a chess game posted to Usenet. This is an update to the version first included on disk 96. It has been upgraded to use an Amiga Intuition interface. Version 2.0, binary only. Author: John Stanback; ported to Amiga by Bob Leivian Version 2.0 upgrades by Alfred Kaufmann

### •Fred Fish Disk 206•

Released May 4, 1989

**Brownian** A demo based on both fractal theory and brownian motion. Includes source. Author: John M. Olsen

**Hawk** A stereo image of a hawk. Requires red/green stereo glasses to view. Author: Unknown (no documentation included)

**MemFlick** Treats all the memory in your Amiga like it was part of a bitplane inside a graphics display. Provides sort of a graphical picture of your memory usage. Binary only. by: Jim Webster

**PeX** A demo of the various graphics capabilities of the Amiga. Author: Unknown (no documentation included) PictureGarden Another demo, apparently in compiled basic. Author: Unknown (no documentation included)

**StereoDemo** A demo of stereoscopic graphics, written in assembly language. Requires red/green stereo glasses to view. Includes sources. Author: David M. McKinstry

**Triple** 3 demos of some of the Amiga's graphics and sound capabilities. Binary only. by: Tomas Rokicki

### •Fred Fish Disk 207•

Released May 4, 1989

**Coyote** Gene's entry to the 1988 Badge Killer Demo contest. A very cute (and large) animation. Requires about 1900 blocks of disk space, so it is distributed in "arc format". Author: Gene Brawn

### •Fred Fish Disk 208•

Released May 4, 1989

**AsteroidField** This is Michael's entry for the 1988 Badge Killer Demo Contest. It is a large animation of a spacecraft flying madly through an asteroid field (chased by unseen foes) that includes a couple of near misses. Author: Michael Powell

### •Fred Fish Disk 209•

Released May 4, 1989

**Bowl** This is Vern's entry for the 1988 Badge Killer Demo Contest. It is a Sculpt-Animate animation that shows three colored balls flying in circles above a mirrored bowl. Rendering the animation took about 2 weeks. Distributed in zoo format because of its size (zoo program included for easy unpacking). Author: Vern Staats

**Dps** A program designed to work with the PrintScript program, a commercial PostScript interpreter for the Amiga, to provide a page previewer. V 1.1 and includes source. by: Allen Norskog

### •Fred Fish Disk 210•

Released May 4, 1989

**Calc** A very nicely done scientific/programmer/plotter calculator. The scientific portion has most of the operations found on the more popular handhelds. The programmer portion has all the special hex/binary/decimal conversions as well as register operations like ASL, ROL, LSL, AND, OR, XOR, etc. The plotter portion will plot equations. Other features include 26 memories, full mouse or keyboard operation, pull-down menus, and iconization. V 3.0, binary only. by: Jimmy Yang

**LabelPrint** A program that allows you to easily print labels for your disks. Version 1.9, shareware, binary only (source available from author). Author: Andreas Krebs

**NuHand** An animation of a hand with fingernails scraping on a desktop, including sound effects. This is Bryan's entry for the 1988 Badge Killer Demo Contest. Binary only by: Bryan Carey Gullivan

### •Fred Fish Disk 211•

Released June 3, 1989

**AmigaWave** This is Allen's entry to the 1988 Badge Killer Demo Contest. It is an animation with sound effects by: Allen Hastings

**Esperanto** A keymap modification to usa1 which, in conjunction with the supplied slate font, will allow one to type in Esperanto and Welsh, in any program that will use keymaps & fonts by: Glyn Gowing

**Image-Ed** An shareware icon editor submitted by the author for inclusion in the library. Suggested shareware donation of \$20. V1.9, binary only. Fixes a serious bug in V1.8 on FF204. by: J. Potter

**SignFont** A keymap and font that will allow the user to be able to type in American Sign Language, provided that one knows the font. Author: Glyn Gowing



# The Fred Fish Collection



**VirusControl** A new virus detection and control program that checks disks during insertion, protects from link viruses, shows bootblock on a screen, periodically checks system vectors, controls access to files with a requester, etc. V1.3, includes full assembly language source code. Author: Pius Nippgen

## •Fred Fish Disk 212•

Released June 3, 1989

**Alice** This animation is Carey's entry to the 1988 Badge Killer Demo Contest. Author: Carey T. Peltó

**DiskSalv** A disk recovery program for all Amiga file system devices that use either the Amiga Standard File System or the Amiga Fast File System. DiskSalv creates a new filesystem structure on another device, with as much data salvaged from the original device as possible. Update to FF177. Binary only. Author: Dave Haynie

**DogsWorld** This animation is Charles' entry to the 1988 Badge Killer Demo Contest. by: Charles Voner

## •Fred Fish Disk 213•

Released June 3, 1989

**Cucug** This animation of the Champaign-Urbana Commodore Users Group logo was submitted to the 1988 Badge Killer Demo Contest by Ed Serbe. by: Ed Serbe

**Icons** Almost 300 icons in eight (!) colors. Uses a special program to get an eight color workbench to display these icons, which were made with DPaintII and IconGen. Most icons are miniatures of the main screen of their corresponding programs, or the picture they show, made with "iconize" and "recolor" from FF85. by: Wolf-Peter Dehnick

## •Fred Fish Disk 214•

Released June 3, 1989

**ArcPrep** ArcPrep prepares files and/or directories for archival with arc or any other program that can't scan through different directories and/or handle long filenames. V2.1, includes source. Author: Garry Glendown

**MandelVroom** A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-halfbrite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is the source to V2.0, an update to FF78. A compiled binary, along with help files and example images, can be found on FF215. Author: Kevin Clague

**MemDiag** A memory diagnostic program to identify addresses which produce memory errors, and a memory quarantine program which removes such defective addresses from the system's free memory list, until such time as the hardware errors can be corrected. Version 1.1, includes source. by: Fabbian Dufœ

**RunBack** Another step in the evolution of Rob Peck's RunBackGround program, from disks 73 and 152. Allows you to start a new CLI program and run it in the background, then closes the new CLI. This version has been enhanced to use the NULL: device by Gunnar Nordmark (included), which is a "real" device, so it solves problems with previous versions of RunBack which used the Nil: "fake" device, causing many crashes. Includes source. Author: Rob Peck, Daniel Barrett, Tim Maffett

**SmartIcon** This shareware program, submitted by the author, is an Intuition objects iconifier. Version 1.0 is limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each window, that when clicked on, iconifies the window into an icon in the ram: disk. This is the same version as released on FF134, but now includes the source code. Author: Gauthier Groult

## •Fred Fish Disk 215•

Released June 3, 1989

**MandelVroom** A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-halfbrite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is V2.0, an update to FF78. Source is available on FF214. by: Kevin Clague

## •Fred Fish Disk 216•

Released June 3, 1989

**Backdrop** Backdrop allows you to define a pattern which will then be displayed on the workbench screen in the normally empty area behind all the windows. Similar in concept to DropCloth, but this one does not require workbench to be loaded (and does not cohabit very well with workbench). Includes source. Author: Eddy Carroll

**C64Emul** An April Fools spoof that turns your Amiga into a C64, or at least makes it look that way. Includes source. Author: Eddy Carroll

**Cloud** A program that generates and displays fractal surfaces that look remarkably like clouds. Based on ideas from the book "Fractals" by Jens Feder. Binary only. Author: Mike Hall

**PrtSpool** A DOS handler, a print program, and a control program that implement a print spooling system. Like PRT:, the DOS handler waits for stuff to be sent to it to be printed. The print program does line numbering and page headers. The control program handles administrative functions. Binary only. Author: Daniel Barrens

**VirusX** Version 3.20 of the popular virus detection/vaccination program. Features a test for 8 new viruses since the 3.10 version on FF175. Includes source. Author: Steve Tibbett

**Wanderer** A neat little game with graphics and sound, ported from the Unix version, originally written on a Sun workstation. The idea for Wanderer came from games such as Boulderdash, Xor, and the Repton games from Superior Software. Includes a builtin editor for extending the game by adding additional screens. V2.2, includes source. Author: Steven Shipway and others. Amiga port by Alan Bland

## •Fred Fish Disk 217•

Released June 3, 1989

**AntiCBS** An animation cooked up by Leo in protest of CBS's coverage of the Hacker's Conference in Oct 88. After reading the transcript I was angered enough to feel this needed widespread distribution, even though it is quite old. by: Leo 'Bols Ewhac' Schwab

**Echo** A small replacement for the AmigaDOS echo that will do some special functions, such as clear the screen, delete to bottom of screen, scroll the screen, place the cursor at a particular location, and set the text style and/or color. Includes source. Author: Garry Glendown

**InstallBeep** This program replaces the DisplayBeep function so that an IFF 8SVX sound is played instead of the screen flashing. The PlayBeep function runs as a task in the background and runs asynchronously so the length of the sound does not slow anything down. Includes a couple of sample sound files. Version 1.1, binary only. Author: Tim Friest and Don Withey

**SnipIt** An input handler wedge which allows you to clip text from any window and then paste that text anywhere, as though you had typed it on the keyboard. You mark the text you want to "snip" using the mouse, and then use the mouse to "paste" the last snipped text into the active window, requester, or anywhere. Version 1.2, includes source. Author: Scott Evernden

**SonixPeek** A utility to let you list all the instruments used by one or more Aegis Sonix score files. It can scan individual files, or search one or more directories, checking all score files in each directory. The output is a list of all the instruments you need to have present in order to be able to play the indicated score files. Includes source. Author: Eddy Carroll

**Stevie** A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. V3.6, includes source. This is an update to V3.35a on FF197. Author: Various, Amiga work by G. R. (Fred) Walter

## •Fred Fish Disk 218•

Released June 3, 1989

**EdLib** A library of additional functions for Manx. This is V1.1, an update to V1.0 from FF183. Includes source. Author: Edwin Hoogerbeets with C-functions from several different authors

**Mandel** Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. This is V1.3, an update to FF111. New features and improvements include an ARExx interface, coordinates in sight, more state info saved with a picture, batch files, programmable functions, and more plotting options. Includes source. Author: Olaf Seibert

**Maze** A program that lets you build mazes and then solve them. Mazes can be trivial one level mazes to very difficult three level mazes. Version 1.2, includes source. Author: Todd Lewis

**PcPatch** Patches for PCCopy and PCFormat from the EXTRAS disk, to allow reading, writing, and formatting of any kind of MS-Dos style disks, including 720K 3.5" diskettes. Binary only. This is an update to the version on disk 163. Author: Werner Guenther

**Scanner** Scanner makes commented C code of all intuition structures in memory. The structures will receive correct pointers towards each other. Scanner starts looking at IntuitionBase, and follows all pointers, storing them in memory. When finished, it writes all the structures to the standard output. Version 1.0, includes source. Author: Stefan Parmark

**Worm** An Amiga implementation of the classic "worms" program, based on an article in the Dec 1987 issue of Scientific American. You can specify the size and length of the worms, and the number of worms. Includes source. Author: Brad Taylor, Amiga port by Chuck McManis





## The Fred Fish Collection

### •Fred Fish Disk 219•

Released June 3, 1989

**DeepSky** A database containing information on 10,368 non-stellar objects, 600 color contrasting easily resolved double stars, 70 stars for setting circles, and misc white dwarfs, red stars, binaries, etc. The database is distributed in zoo format, and is about 1.2 Mb after extraction. V 5.0. Author: Saguaro Astronomy Club

**Mv** A Unix style mv/cp/rm program that moves, copies, or removes files. Includes interactive mode, recursive mode, and force quiet mode. Copies file permissions, dates, and comments, supports arp style wildcards, supports moves across volumes, honors the delete bit. V 1.1, includes source. Author: Edwin Hoogerbeets

### •Fred Fish Disk 220•

Released June 3, 1989

**DNet** A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. This is V2.0, an update to FF145. Includes sources for both the Amiga and Unix versions. Author: Matt Dillon

### •Fred Fish Disk 221•

Released June 26, 1989

**AllocMaster** Allocmaster is a program inspired by Nick Sullivan's "Reserve" article in Amiga Transactor, for controlling the amount of both Chip and Fast memory available to the rest of the system. It is very useful for testing applications in low-memory situations. It also has a snapshot feature to report differences in available memory before and after running an application. V 1.17, binary only. Author: John Gerlach Jr.

**ANSIed** Demo version of an ANSI screen file editor. It allows you to easily create and modify a screen of ANSI-style text/graphics on the Amiga. The standard ANSI color set (red, green, yellow, blue, magenta, cyan, white) and text styles (plain, boldface, underlined, italic) are provided, along with some simple editing and drawing functions. This demo version has the save features disabled. V1.2.0aD, binary only. Author: Gregory Epley

**BallyII** Amiga port of the former arcade game named Click. This version adds a "cheat" mode and fixes some minor bugs. VII+, an update to FF205. Binary only, shareware. Author: Oliver Wagner

**DFrame** A utility that helps you to create animated bobs. It installs itself in DPaint II, after which you can draw each bob in DPaint II within its own frame and check the animation by calling DFrame from within DPaint. V1.02, binary only. Author: Jan Buitenhuis

**IFFM2** Demo version of an IFF support module for Interface Technologies M2Amiga Modula-2 system. Includes a version of ViewILBM (with source) that uses the IFF support routines. V1.0.0D, binary only. Author: Gregory Epley

**Steinschlag** A tetris like game (Steinschlag means "Falling Rock") submitted by the author. V1.5, binary only. Author: Peter Handel

### •Fred Fish Disk 222•

Released June 26, 1989

**MemGauge** A tool to display the current memory usage, very much like the usage bar Workbench displays in root directories. V1.4, includes source. Author: Olaf 'Olsen' Barthel

**Mischief** This little program is in the long tradition of "display hacks". It uses the input.device to perform various acts of mischief. Includes source. Author: Olaf 'Olsen' Barthel

**Plplot** A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. V1.00, includes source. Author: Tony Richardson

### •Fred Fish Disk 223•

Released June 26, 1989

**Csh** V3.03a of a csh like shell derived from Matt Dillon's shell, version 2.07. This is an update to FF199. Includes a couple of new filter commands, new dir option, new editing options, sourcing of a standard startup file, and some bug fixes. Includes source. Author: Matt Dillon, Steve Drew, Carlo Borreo, Cesare Dieni

**FixDisk** A program to recover as much as possible from a defective disk. It can sometimes recover damaged (unreadable) tracks, check file integrity, check the directory structure, undelete files, copy or show files, fix corrupted directory pointers, etc. Full intuition interface. Version 1.0, binary only. Author: Werner Guenther

**GravSim** A program to animate up to 6 planetary masses, all of which exert a mutual gravitational force on each other. The planetary masses can be placed anywhere on the screen, and their mass and initial velocity can be determined by the user. The program then steps the animation through time, plotting and displaying the new position in the trajectory of each mass. V1.50, includes source. Author: Richard Frost

**IFF2Sun** A small utility for those of you who may have access to a Sun workstation. Takes an Amiga IFF file and converts it to a Sun rasterfile format. Update to FF174, with better parsing, support for HAM mode, and some bug fixes. Source only, as the program needs to be re-compiled and run from a Sun. Authors: Steve Berry, Mark Thompson

**IFFtoSUN** This program takes a standard IFF format image and translates it into a SUN rasterfile format, like the Iff2Sun program also on this disk. However, this one runs on the Amiga. V1.31, includes source. Author: Richard Frost

**Paccer** A pacman clone with sound and a game screen editor. V1.0, shareware, binary only. Author: Dirk Hoffman

**PopInfo** A small utility which "pops open" to give you information about the status of your devices and memory. V3.0, an update to FF204. Includes source. Author: Jonathan Potter

**SetCPU** A program designed to allow the user to detect and modify various parameters related to 32 bit CPUs. Includes commands to enable or disable the text/data caches, switch on or off the '030 burst cache line fill request, use the MMU to run a ROM image from 32-bit memory, and to report various parameters when called from a script. V1.5, an update to FF187. Includes source. Author: Dave Haynie

### •Fred Fish Disk 224•

Released June 26, 1989

**CLImax** For all those people who wish that their CLI windows had 25 lines of 80 characters just like an old fashioned non-windowing computer, the answer is here. CLImax creates a borderless backdrop CLI window on a custom screen. Also thrown in is MoveSys, which reassigns SYS:, C:, S:, L:, DEVS:, LIBS:, and FONTS: to a new volume with one simple "pure" command. Includes source. Author: Paul Kienitz

**KickMem** A program for A1000 hardware hackers that have done the Amazing Computing 512K upgrade. KickMem will patch your 1.2 or 1.3 kickstart disk to perform addmem during kickstart. This allows warm boot survivability of ram disk devices and eliminates addmem commands from your startup sequence. V2.0, includes source. Author: Dave Williams

**MoreIsBetter** These two hacks make MORE more useful. One is called V; it's a small "pure" CLI command that acts as a front end for More, causing it to create its own window. Make V and More both resident! The other is Fencstrate, which surgically alters the CON: window spec inside More enabling it to, for instance, use ConMan features to create a borderless window on the topmost screen (very useful with CLImax). Includes source. Author: Paul Kienitz

**PetersQuest** This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Version 1.0, binary only. Author: David Meny

**Who** A rewrite of "who", from FF79, which gives substantially more elaborate information about the tasks currently running (or waiting) on your Amiga. Includes source. Author: George Musser, rewrite by Paul Kienitz

**Xebec** A couple of hacks to make life easier for those who have Xebec hard disks. One makes it more possible to Mount a Xebec hard disk with the Fast File System, the other is a compact head parking program. Includes source. Author: Paul Kienitz

### •Fred Fish Disk 225•

Released June 26, 1989

**AmigaTCP** The KA9Q Internet Software Package. The package supports IP, ICMP, TCP, UDP, and ARP as basic services, and implements the FTP, Telnet, and SMTP protocols as applications. It runs on IBM PC and clones, the Apple Macintosh, and the Amiga. Includes source. Author: Bdale Garbec, Phil Karn, Brian Lloyd

**MyMenu** MyMenu allows you to add your own menus to the WorkBench menu strip, to run commonly used commands. MyMenu will allow you to execute both CLI and WorkBench programs, and is configured with a normal text file. Includes source. Author: Darin Johnson

### •Fred Fish Disk 226•

Released June 26, 1989

**Vlt** VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. The program requires ARP, and it has an ARExx port. XMODEM 1K/CRC and Kermit protocol support also included. V4.036, with many enhancements over the previous version, 3.656, on FF202. New features include support for other serial ports, external file transfer protocols, and "chat"



mode. Improved behavior on the Workbench. Tektronix emulation now allows saving IFF files, PostScript files, and printing bitmaps to the printer. Many other enhancements and bug fixes. Binary only. Author: Willy Langeveld

### •Fred Fish Disk 227•

Released June 26, 1989

**MidiLib** A disk based library that permits sharing of the serial port by MIDI applications through a MIDI message routing and processing system. The midi utilities include a midi monitor to display incoming midi messages to the console, a routing utility, a midi library status utility, and more. V2.0, an update to FF101, and includes significant speed enhancements, new utilities to play with MIDI files, and updated utilities, documentation and examples. Binary only (source for examples and bindings however). Author: Bill Barton

**PickPacket** PickPacket gives you a visual display of the DosPacket structures that are sent to handlers, and lets you see the results. You can actually perform handler operations such as open files, read or write data, Examine or ExNext locks, and so forth, all by talking directly to the file system handler involved using PickPacket. V1.0, includes source. Author: John Toebes and Doug Walker

**RexxArpLib** A library which originally was supposed to be an ARexx interface to the ARP library. However, it has also become an interface to various Intuition functions, containing over 50 functions including a file requester, string/boolean requester, environment variable functions, simple message window, wildcard expander, etc. V2.3, an update to FF178. Binary only. Author: W.G.J. Langeveld

**RexxMathLib** A library which makes various high level math functions such as sin, tangent, log, etc, available in ARexx. V1.2 and 1.3, binary only. Author: W.G.J. Langeveld

### •Fred Fish Disk 228•

Released June 26, 1989

**Az** A nice little text editor that is fast, simple to use, and very Amiga'ized. V1.40, binary only. Author: Jean-Michel Forgeas

**Glib** A text screen oriented librarian and editor for synths. Supports the TX81Z, DX100, DEP5, DW8000, and K-5. Includes source. Author: Tim Thompson, Steve Falco, and Alan Bland

**JazzBench** A drop-in multitasking replacement for WorkBench. It has more features than WorkBench and is fully multitasking (no more waiting for ZZZ clouds). It allows you to extend it, add your own menus, key shortcuts, etc. This is alpha version 0.8, binary only. Author: David Navas

**Xoper** Very comprehensive program to monitor and control system activity. Monitor cpu, memory usage, ports, interrupts, devices. Close windows, screens, show loaded fonts or last Guru code number. Clean up memory, flush unused libraries, devices, fonts, etc. and a whole bunch more! Spawns its own process. A very handy background task to have loaded. V1.3, an update to FF171. Assembly source included. Author: Werner Gunther

### •Fred Fish Disk 229•

Released August 9, 1989

**AlarmingClock** A simple alarm clock program with a very alarming "ring", particularly if you hook it up to your stereo and turn up the volume. Includes source. Author: Brian Neal

**DrawMap** A program for drawing representations of the Earth's surface. Can generate flat maps, mercator maps, a globe view, or an orbital view. Includes source. Author: Bryan Brown

**Emporos** You are living on the island of Emporos, where several countries exist. Your goal is to make one of these countries your own. There is only one way to do this, and you have to find it out. Binary only. Author: Roland Richter

**esuom** A little screen hack that causes the mouse pointer to move in the opposite direction of the mouse. Includes source. Author: Rob Eisenhuth

**LeftyMouse** Swaps the functions of the left and right mouse buttons so that Lefties can use the mouse with their left hands. Includes source. Author: Rob Eisenhuth

**Shuffle** A basic screen shuffler. Re-defines the key combination Left-Amiga-M to push the FRONT screen to the back, instead of pushing the Workbench screen to the back. Includes source. Author: Rob Eisenhuth

**Sim** A simulator for register-transfer nets, which are used to describe hardware systems. This version also provides a compiler to define new devices in addition to Sim's internal devices. Version 4.0, binary only. Author: Gotz Muller

### •Fred Fish Disk 230•

Released August 9, 1989

**AskTask** Allows you to examine various bits of the task structures of all tasks in the system, from the lists attached to ExecBase. Displays priority, state, flags, stack, signals, etc. You can also remove tasks, change the priority of a task, or send arbitrary signals to a task. Version 2/4/89, includes source. Author: J. Bickers

**Fedup** A random access, byte oriented file-editor that gives you the option of viewing and editing any file (binary or ASCII) using either ASCII or hexadecimal notation. Version 2.1, binary only. Author: Martin Lindemann

**FileIt** A simple database program, written in DRACO. It is meant to be portable, thus it does not use any of Intuition's facilities. Version 1.0, includes source. Author: John Davis

**NComm** A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Also includes several auxiliary programs such as AddCall, CallInfo, lbnIso, PbConvert, and ReadMail. This is version 1.8, binary only. Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

**PrivHndlr** A privilege violation handler for the 68010 cpu. Like Decigel, but survives a reboot so you can use it with copy protected programs that run from boot. Version 3, includes source in assembly code. Author: John Veldhuis

**Quattro** Another Tetris like program. Has three levels of play difficulty, sound effects, a 43-color background, next stone preview, and joystick or numberpad control. Version 1.0, binary only, source available from author. Author: Karl-Enk Jens

### •Fred Fish Disk 231•

Released August 9, 1989

**Diff** Yet another diff program. This one implements the algorithm from Communications of the ACM, April 78. It produces output which might be considered to be a little more user friendly than the standard Unix style diff programs. Includes source. Author: Donald C. Lindsay

**File** A program that recognizes various types of files and prints what that type is. Recognizes font files, icon files, executable files, standard object files, compressed files, command scripts, C source, directories, iff files, LaTeX source, modula II source, arc files, shell commands and scripts, TeX source, dvi files, uuencoded files, yacc files, zoo archives, etc. Version 1.0, includes source. Author: Edwin Hoogerbeets

## The Fred Fish Collection

**NoClick2** A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. Binary only, source available from author. Author: Norman Iscove

**Plot** A package for making 2D and 3D plots conveniently. AG Baxter wrote the intuition interface program (Plot) and Tim Mooney wrote the MultiPlot and ThreeDPlot programs, which are called from Plot. This is version 1.2 and includes source to Plot. Author: AG Baxter, Tim Mooney

**Sed** This is the GNU sed (stream editor) program, ported to the Amiga. Sed copies the named files, or the standard input, to its standard output, while performing certain editing operations specified in the command line script or in a scriptfile. Version 1.02, includes source. Author: Unknown, ported to Amiga by Edwin Hoogerbeets

### •Fred Fish Disk 232•

Released August 9, 1989

**BallyIII** Amiga port of the former arcade game named Click. This version fixes some minor bugs and is faster than the previous versions. This is version III, an update to the version released on disk 221. Binary only, shareware. Author: Oliver Wagner

**Dbug** Machine independent macro based C debugging package. Provides function trace, selective printing of internal state information, and more. This is an update to the version released on disk 102, and now includes a machine independent stack use accounting mechanism. Includes source. Author: Fred Fish; profiling support by Binayak Banerjee

**ReSourceDemo** A demo version of ReSource, an interactive disassembler for the Amiga. This is a complete version except that the "save" features have been disabled. This is version 3.06, an update to version 0.36 from disk 192. Binary only. Author: Glen McDiarmid

### •Fred Fish Disk 233•

Released August 9, 1989

**Brik** A general purpose program that calculates both text and binary cyclic redundancy codes (CRCs). Text mode CRCs calculated by brik are portable across systems for files that are in the usual text format on each system. Binary mode CRCs are portable for files that are moved from system to system without any change. Brik can be used to verify and update an embedded checksum header in files. It runs under MS-DOS, UNIX system V, BSD UNIX, VAX/VMS, and AmigaDOS. This is version 2.0 and includes source. Author: Rahul Dhesi

**CacheCard** An accessory to SetCPU for use with A2620 cards or 68030 systems. It modifies the MMU table set up by SetCPU to selectively control caching for each expansion card. It's also an example of how an accessory program can track down and modify the SetCPU MMU table without having to read all kinds of MMU registers and figure it out for yourself. Version 1.00, includes source. Author: Dave Haynie

**CrcLists** Complete CRC check files for disks 001-231 using the brik program also on this disk. These were made directly from my master disks. I have switched to brik, from the crc program used to make the lists on disks 133, 146, and 173, because it has more features and because source is available. Author: Fred Fish





## The Fred Fish Collection

### •Fred Fish Disk 234•

Released August 9, 1989

**KwikBackUp** A harddisk backup program that writes data track by track onto multiple floppy disks. Uses the archive bit, saves and restores comments and protection flags, and skips over bad spots during restore. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

**MuchMore** Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 1.8, includes source in Modula-II and assembly code. Author: Fridtjof Siebert

**NetWork** Another program in the long tradition of "screen hacks" for the Amiga. Won't spoil the surprise by saying what it does. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

**PrintIt** A program to print IFF pictures on Epson compatible 9-pin printers. Prints in many resolutions, with many ways to convert color pics to black and white. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

**WBPic** Replaces Workbench's color 0 with an IFF hires non-interlaced picture, in 2 or 4 colors. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

**XHair** Replaces the mouse pointer with a screen wide crosshair, which is useful for positioning things vertically or horizontally. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

### •Fred Fish Disk 235•

Released August 9, 1989

**CalcKey** A basic four function, memory resident, pop-up calculator which uses only about 24K of memory and can automatically type the answer to any calculation into the program you were using when it was popped up. Version 1.0, binary only, shareware. Author: Craig Fisher

**CT** An Amiga program to display images from a CT scanner, along with several new interesting sample images of scans of real people. The display software, though it has a primitive user interface, is quite powerful, including functions like convolutions, averaging, laplacians, unsharp masking, edge detection, gradients, etc. This is version 2.2, an update to the version on disk 137. Binary only. Additional image disks available from author. Author: Jonathan Harman

**MirrorWars** A new game featuring sound, title music, and two player mode. You fight your opponent via laser rays, but beware of the mirrors reflecting your shots. Binary only. Author: Oliver Wagner

### •Fred Fish Disk 236•

Released August 9, 1989

**AmigaBench** Optimized Amiga assembly versions of the Dhrystone benchmark. Includes 68000 and 68020 versions. Author: Al Aburto

**DiskHandler** A sample implementation of a file system that reads and writes 1.2 format diskettes. Includes source. Author: Software Distillery

**Heart3D** A program to find left ventricle outlines in the output of an Imatron CT scanner, and display wireframe animations of the beating heart. Includes several sample CT scan outputs. Binary only. Author: Jonathan Harman

**Is** Version 3.1 of the popular UNIX style directory lister. This is an update to version 2.0 from disk 178, and includes some bug fixes, support for multiple wildcard pathnames, quicker sorting, a best-fit output, new output width and height options, and some other new features. Includes source. Author: Justin V. McCormick

**Proc** Example program of how to create a full-fledged DOS process without needing to call LoadSeg first. Based on an idea presented at BADGE. Includes source. Author: Leo Schwab

**XprZmodem** An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications hardware. Version 1.0, includes source. Author: Rick Huebner

### •Fred Fish Disk 237•

Released September 4, 1989

**CLIPrint** An example of printing to the CLI from assembly code. Includes source (of course). by: Jeff Glatt

**CType** Another text file reader, but this one is small, reasonably fast, and includes bi-directional scrolling, search, go to a given percentage, and printing capabilities. Version 1.0, includes source in assembly. Author: Bill Nelson

**StripCR** This little program just makes a text file ready for use with AmigaDOS, with only LineFeed characters (LF) to mark the end of a line. If you feed it a file with ONLY Carriage Return characters (CR), (from a Macintosh for example) it will replace them with the LF character and, if the file requires no changes, then it does not get changed, includes source in assembly. by: Bill Nelson

**PlusCR** Companion program to StripCR, it reverses the procedure. PlusCR produces a file ready for use on systems which require both the CR and LF characters to mark the end of a line (such as those running MS-DOS for example, includes source in assembly. Author: Bill Nelson

**StripLF** Completes the set of StripCR and PlusCR. It will change an LF only file into a CR only file. If used in combination with StripCR and PlusCR, it completes a text file conversion system, includes source in assembly. Author: Bill Nelson

**CLS** Clear Screen Command made for the purposes of being SMALL, and thus not wasteful of memory when made memory resident, it consists of 96 bytes of memory on disk! Includes source in assembly. Author: Bill Nelson

**DPlot** A simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. Version 1.0, source available from author. Author: A. A. Walma

**ILBMLib** A shared library (ilbm.library) to read/write IFF files, derived from the EA IFF code, along with various enhancements. Includes examples of using the library from C code, assembly code, or BASIC, along with source for examples and interface code. Author: Jeff Glatt

**ParOut** Shows how to allocate and communicate directly with the parallel port hardware from an assembly language program. Includes source. Author: Jeff Glatt (original C code by Phillip Lindsay)

**Speed** A performance benchmark useful for comparing Amiga processing speeds. Performs 10000 iterations of some selected groups of 68000 instructions while using the DateStamp time function to record how many ticks it takes to complete. This timed duration is then compared against two known prestored times, one for a stock A2000 Amiga and one for an A2620 enhanced A2000. A relative comparison is calculated and displayed. Version 1.0, includes source in assembly language. Author: Jez San

### •Fred Fish Disk 238•

Released September 4, 1989

**CWDemo** Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. Version 3.1, binary only. Author: Kimbersoft

**DMouse** A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. Includes DLineArt, a screen blanker replacement program for use with DMouse. This is DMouse version 1.20, an update to version 1.10 on disk 168/169. Includes source. Author: Matt Dillon

**LabelPrint** A program that allows you to easily print labels for your disks. This is version 2.5, an update to version 1.9 from disk 210. Shareware, binary only (source available from author). Author: Andreas Krebs

**NGC** Yet another virus check program. Checks the bootblock on all inserted floppy disks and reports nonstandard ones. Checks the jump tables of all resident libraries and devices and reports suspicious entries. Version 1, includes source in assembly. Author: Ulf Nordquist

**Pyth** A program to draw the Tree of Pythagoras. Version 1.1, includes source. Author: Andreas Krebs

**Steinschlag** A tetris like game (Steinschlag means "Falling Rock") submitted by the author. This is version 1.8, an update to version 1.5 from disk 221. Binary only. Author: Peter Handel



## •Fred Fish Disk 239•

Released September 4, 1989

**Fred Fish Disk 239** contains Forth programs from the JGoodies #1 disk, from Delta Research (the makers of JForth Professional 2.0). All of the material has been placed into a subdirectory (JGoodies). Below is a listing of subdirectories under JGoodies, and their contents.

**Brunjes** Various tools submitted together by the author. StringPkg is string package for both Forth style and NUL terminated strings. Date&Time are handy tools for getting and printing formatted date and time. Utils are utilities used by the other files. CursorControl is an example of moving the text cursor. SpaceOrEscape is a handy word for pausing or stopping program output. Includes source code. Author: Roy Brunjes

**Evolution** This program graphically simulates the evolution of a species of "bugs", the insect kind. Bugs, represented by moving blobs, eat bacteria represented by single pixels. They mutate, compete for food, reproduce and pass their mutations to their offspring. Fascinating example of graphics and software simulation. Standalone image and source code. Author: Russel Yost

**FFT** Highly optimized Fast Fourier Transform tools for digital signal processing. The FFT can be used to compute the frequency spectrum of a complex signal. It is useful in a variety of different applications. Floating point and integer versions. Mixture of high level and assembly language code. Includes source (requires JForth). Author: Jerry Kallaus

**Guru** Handy "guru" number interpreter (well, handy after reboot anyway!). Tells you what "8100009" means, for example. CLI usage only. Standalone image with readme file. Source code included. Author: Mike Haas

**H2J** Converts 'C' style '.h' include files to JForth style '.j' files. Useful when developing interfaces to new Amiga libraries like ARP, etc. Standalone image and source code. Author: Phil Burk

**HAMmmm2** Graphics hack that displays moving lines in a HAM screen for a hypnotic effect. Uses sound tools from HMSL, if available, for a drone sound that corresponds to the graphics image. Standalone image and source code. Author: Phil Burk

**HeadClean** This program, combined with a fibre cleaning disk, can be used to clean the heads on your disk drives. Source code examples of accessing the Trackdisk device, and using gadgets are included. Standalone image with source code. Shareware. Version 2.0. Author: Phil Burk

**JustBeeps** Simple example of using Audio and Timer devices. Plays a series of beeps whose pitches are based on a just intoned tuning system. Standalone image with source code. Author: Phil Burk

**Mandelbrot** A fast Mandelbrot rendering program that uses some of the mathematical properties of the Mandelbrot set to greatly reduce the drawing time. Demonstrates graphics programming, assembly language, menus and IFF file I/O. Standalone image with source code. Author: Nick Didkovsky

**NeuralNet** Example of Neural Net programming converted to JForth. Demonstrates a programming technique that many say is the wave of the future for software. This is a simple demo that shows neural propagation. Standalone image with source code. Author: Robert E. La Quey, ported by Jack Woehr

**Textra** This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the "Macintosh style" editors will be comfortable with Textra's Cut, Copy and Paste commands. Standalone image. Documentation included. No source code. Author: Mike Haa

## •Fred Fish Disk 240•

Released September 4, 1989

**CrossDOS** A "tryware" version of a mountable MS-DOS file system for the Amiga. This is a software product that allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks (Version 2.0 or higher) directly from AmigaDOS. This tryware version is a "read only" version, which does not allow any writes to the disk. A fully functional version is available for a very reasonable price from CONSULTRON. Version 3.02, binary only. Author: CONSULTRON, Leonard Poma

**Dis** An AmigaDOS shareable library which implements a symbolic single-instruction disassembler for the MC68000 family and a program which uses the library to disassemble/dump AmigaDOS object files, making full use of symbolic and relocation information. Includes source code in Draco. Author: Chris Gray

**DM-Maps** IFF maps to the Dungeon Master game. All 14 levels are included. Author: Unknown

**MemLib** A link library of routines to aid in debugging memory problems. Works with Lattice C 5.0 and possibly with earlier versions. Its features include trashing all allocated memory, trashing all freed memory, keeping track of freed memory with notification if it is written to, notification of memory freed twice or not at all, notification of overrunning or underrunning allocated memory, generation of low memory conditions for testing purposes, and identification of violations of memory use by filename and line number of the allocating routine. Includes source. Author: John Toebes and Doug Walker

**RunBack** Allows you to start a new CLI program and run it in the background, then closes the new CLI. This is version 6, an update to the version on disk 152 (the version on disk 214 appears to be on a different evolutionary path). This version compiles under Lattice with many optimizations enabled, and can be made resident. Includes source. Author: Rob Peck, Daniel Barrett, Greg Searle, Doug Keller

**XprLib** External file transfer protocol library. Document and code example for implementing external file transfer protocols using Amiga shared libraries. This is an update to the version included with the vlt program on disk 226. Author: Willy Langeveld



## •Fred Fish Disk 241•

Released September 4, 1989

**ASDG-rdd** Extremely useful shareware recoverable ram disk. This AmigaDOS device driver implements a completely DOS compatible disk device in memory that survives resets, guru's, and crashes. An absolute must for those with lots of ram. This is an update to the version released on disk 58. It now works with up to 8Mb of memory. It was rewritten in assembly and is now faster and much smaller. Binary only. Author: Perry Kivolowitz, ASDG Inc.

**CBBS** The WORLI BBS system for use in amateur radio. Originally written for IBM-PC compatibles, it was ported to the Amiga by Pete Hardie. This is version 6.1c with source code. Author: Hank Oredson, the CBBS group, Pete Hardie

**Fix68010** A program which patches executables that fail to run on machines equipped with an M68010, so that they no longer use the prohibited privileged instructions. Binary only. Author: Gregor Brandt

**Man** A program similar to the UNIX "man" program. Displays information about a topic from manual pages. Does not include any database of topics, you have to supply your own. Version 1.2, includes source. Author: Garry Glendown

**NoClick** A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.4, an update to the version on disk 231. Includes assembly source code. Author: Norman Iscove

**Tiles** A basic tile game like Shanghai or GunShy. A board is covered with a set of 144 tiles, 36 different sets of 4 identical tiles, each with a picture on it. The object is to remove all the tiles, 2 at a time, by matching identical tiles. Version 2.1, includes source in Modula II. Author: Todd Lewis

## •Fred Fish Disk 242•

Released September 4, 1989

**BootBlocks** Detailed documentation on what a bootblock is and how it works, along with some sample bootblocks and a program to install a custom bootblock. Includes source for the sample bootblocks and the install program. Author: Jonathan Potter

**Check4Mem** Allows you to check for a specified amount of memory, with certain attributes, from a batch file. If the requirements are not met, a WARN returncode is generated. Version 2, includes source. Author: Jonathan Potter

**CustReq** A glorified ASK command for your startup-sequence. It generates a requester with the specified title, text, positive and negative gadgets (either of which can be the default), and an optional timeout value. Version 2, includes source. Author: Jonathan Potter

**FileReq** This is Jonathan's second version of a file requester, and is much more powerful than the one included on disk 204. Shareware, includes source. Author: Jonathan Potter





## The Fred Fish Collection

**FullView** A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the workbench screen, has fast scrolling, and can work with compressed files (file compression program included). Shareware, binary only, source available from author. Author: Jonathan Potter

**Image-Ed** An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, and triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. This is version 2.2, an update to version 1.9 on disk 211. Binary only, source available from author. Author: Jonathan Potter

**JAR** A shareware game (Jump And Run) using 3-D graphics. Your task is to collect the blue pills lying on the floors and steps, not to fall down or off the steps, and to avoid several monsters wandering about. You can collect various sorts of weapons to use against the monsters. Version 1.0, binary only, source available from author. Author: Andreas Ehrentauf

**JPClock** A short clock program that is just packed with features. This is version 1.2, an update to version on disk 204. Includes source, by: Jonathan Potter

**PPrefs** Preferable Preferences is a program designed to replace the standard preferences, that is shorter, more efficient, and easier to use. Binary only. Author: Jonathan Potter

**PaletteReq** An easy way to set the palette of any screen from your program. Includes source, by: Jonathan Potter

**PopInfo** A small utility which "pops open" to give you information about the status of your devices and memory. This is version 3.1, an update to version 3.0 on disk 223. Includes source. Author: Jonathan Potter

**ZeroVirus** A fully integrated virus checker and killer, with bootblock save and restore features. Finds both bootblock and file based viruses. This is version 1.3, binary only. Author: Jonathan Potter

### •Fred Fish Disk 243•

Released September 4, 1989

**FragIt** A dynamic memory thrasher for the Amiga. FragIt randomly allocates and deallocates pseudo-random size values of memory, ranging from 16 bytes to 50000 bytes by default. The result is an allocation nightmare, thousands of memory fragments are being created and destroyed continuously. This puts stress on the memory allocation routines of an application undergoing testing by simulating a very busy, highly fragmented memory environment. This is version 2.0, featuring many bug fixes, a full intuition interface, configuration settings via the icon, and more. Includes source. Author: Justin V. McCormick

**ImageLab** A program which performs image processing on IFF pictures. Includes standard image processing functions such as convolution, averaging, smoothing, enhancement, histograms, FFT's, etc. Also includes file conversion functions, a clipboard, and other useful functions. Version 2.2, binary only. Author: Gary Milliom

**LPE** LaTeX Picture Editor is a graphical editor for producing "pictures" for the LaTeX system, which may be imported by LaTeX. You can draw boxes, dashed boxes, lines, vectors, circles, boxes with centered text, and plain text. This is version 1.0, binary only. Author: Joerg Geissler

**NoClick** A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.5, a last minute update to version 3.4 on disk 241. Includes assembly source code. Author: Norman Iscove

**Password** A program which enhances your computer's security by making it complicated enough that users without your password will get discouraged trying to boot and use your system. This should keep out most casual or nontechnical users. Version 1.21p, binary only. Author: George Kerber

**Pcopy** An intuition based disk copier similar to the resident "DiskCopy". This is version 2.0, a highly upgraded rewrite of the version on disk 151. It features high speed diskcopy with write-verify and data recovery from damaged tracks. A lot of effort has gone into making this copier friendly in its usage, as well in its multitasking properties. Binary only. Author: Dirk Reisig

**SimGen** This program will add a 2 or 4 color picture to your WorkBench screen. If the picture is digitized, it will look much like a genlock, hence the name SimGen (Simulated Genlock). Binary only. Author: Gregg Tavares

**SuperLines** A new lines demo with a realtime control panel that you can use to change various aspects of the action. Has 10 built in color palettes, support for things like color "smudge", color cycling, color "bounce", multiple resolutions, and can display either lines or boxes. This is version 1.0, binary only. Author: Chris Bailey

**WarpUtil** Warp (version 1.11), UnWarp (version 1.0), and WarpSplit (version 1.1). Warp reads raw filesystems and archives them into a compressed version in a normal file. UnWarp turns them back into filesystems. WarpSplit splits them up into smaller pieces on a track by track basis. Binary only. Author: SDS Software

### •Fred Fish Disk 244•

Released September 4, 1989

**BBChampion** This is BootBlock-ChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. This is version 3.1, binary only. Author: Roger Fischlin

**BootIntro** This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. The headline can be up to 44 characters. The scrolling text portion can be up to 300 characters. This is version 1.2, an update to version 1.0 on disk 188. Binary only. Author: Roger Fischlin

**FMG** An alternative to the NoFastMem program. Uses a cute little switch gadget to turn fast memory on or off. Version 1.2, includes source in assembly code. Author: Roger Fischlin

**SizeChecker** Size checker uses a list of possible sizes of a file to check for unexpected changes in the size of those files. For example, it can be used to spot a link virus or to point out changes in the configuration of your system. With the appropriate comments added to your size list, you can check to see what version of the files you are using (1.2, 1.3, 1.4, ARP, etc). Version 1.0, binary only. Author: Roger Fischlin

**TextDisplay** A text display program, like "more" or "less", but about half the size and handles all screen formats (pal/ntsc, interlace/non-interlace, etc). This is version 1.52, an update to version 1.1 on disk 188. Binary only. Author: Roger Fischlin

**XColor** A program designed to change the colors of any screen. You can also add and subtract biplanes in the screen, or convert the screen to black and white (grayscale). Handles HAM and EHB screens. Version 1.2, includes source in assembly code. Author: Roger Fischlin

### •Fred Fish Disk 245•

Released September 17, 1989

**ATOF** A small utility that allows you to use the fonts of another disk without using the CLI. Version 1.0, binary only. Author: Roger Fischlin

**BootIntro** This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. This is the "next generation" BootIntro, a more colorful version than the one on disk 244, but the text must be shorter. The first line can be up to 24 characters. The second and third lines can be up to 22 characters. The scrolling text can be up to 98 characters. This is "next generation version 1.1". Binary only. Author: Roger Fischlin

**Fenster** A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. Version 1.0, includes source. Author: Roger Fischlin

**PathMaster** A file requester with lots of features. Can be easily configured by the programmer to suit a variety of applications. Includes source. Author: Justin McCormick

**Reversi** Plays the classical reversi game on an 8 x 8 square field. Version 1.2, includes source in assembly code. Author: Marc Fischlin

**Vlt** This is a binary update to the vlt program on disk 226, and fixes a problem with external protocol support. You still need the rest of the files from disk 226. Version 4.065, binary only. Author: Willy Langeveld

### •Fred Fish Disk 246•

Released September 16, 1989

**Dmake** Release version 1.0 of Matt's version of the UNIX make utility. Update to beta version released on disk 179. Features multiple dependancies, wildcard support, and more. Binary only. Author: Matt Dillion

**LabelPrint** A program that allows you to easily print labels for your disks. This is version 2.5b, an update to version 2.5 from disk 238. Shareware, binary only (source available from author). Author: Andreas Krebs



**NComm** A terminal program for the Amiga based on comm version 1.34. Has hot keys for most program functions (including dialing up to 10 phone numbers), PAL and NTSC support for normal or interlaced screens, screen I/O greater than 2400 baud, ANSI/VT100 terminal emulation with full 8 color text support, IBM graphics, optional translation styles, split screen mode, full user control of color palette, full support for all European languages, full serial port control with baud rates up to 19200, script language, phonebook, keyboard macros, and more. Version 1.8, binary only. Author: DJ James, Daniel Bloch, et. al.

**NoClick** A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.6, an update to version to version 3.5 on disk 243. Includes assembly source code. Author: Norman Iscove

**ScreenShare** A library and support programs that enable applications to open up windows on other applications' custom screens. For example, your editor may want to open a window on your terminal emulator's screen so you can compose a message while still being able to see the contents of the terminal's screen. Both applications must cooperate for the screen sharing to work. Version 1.2, includes source for interface portions. Author: Willy Langeveld

**Ty** A text display program based on Amiga "less" version 1.0. Has both keyboard and mouse control of all functions, an intuition interface, and uses the Amiga specific keys (such as the Help key) correctly. Version 1.3, includes source. Author: Mark Nudelman, Bob Leivian, Tony Wills

### •Fred Fish Disk 247•

Released September 16, 1989

**AnalogJoystick** Software support for use of analog joysticks on the Amiga. Includes a driver, a header file for code that calls the driver, and an example program that uses the driver. Includes source. Author: Dave Kinzer

**AssemTools** A collection of files which should be of great interest to Amiga assembly language programmers. The collection includes 140 macro routines which make assembly language programming a lot easier. There is also a library of routines containing buffered C-like file handling functions (fopen, fclose, fgetc, fputc, etc) and a file name requester. All routines are re-entrant. Includes source for example programs using the macros and library, and a 65c02 cross macro assembler. Author: Jukka Marin

**RemoteLogin** A couple of programs which make possible remote access to your Amiga. One program checks the serial port for an incoming call, and starts a program when it is detected. The other is a password protection program which allows starting various programs based upon login id, thus providing some minimal security for your computer. Includes source. Author: Dave Kinzer

**XprLib** External file transfer protocol library. Document and code example for implementing external file transfer protocols using Amiga shared libraries. This is version 2.0, an update to the version on disk 240, with many extensions and enhancements. Includes sample XPR library and source. Author: Willy Langeveld

### •Fred Fish Disk 248•

Released September 16, 1989

**AmiGantt** A project definition and management tool designed to create a simple, interactive method of outlining the task required to complete a particular project, using the GANTT chart as the input format. AmiGantt displays the project in a multi-window mode with separate windows for the GANTT chart, task information input, resource histogram display, and Pert chart display. Up to 500 tasks may be defined for any project, and a project may contain other projects as tasks. Version 3.0.0, shareware, binary only. Author: Donald Tolson

**CLI-Colors** A simple little program to change the colors of the border around a CLI window. Includes source in assembly code. Author: Michael Sinz

**Flipper** A small, fast, Othello program. Does not use any look-ahead methods. Binary only. Author: Michael Sinz

**Maze** An example of a fully re-entrant maze generation program written in assembly language using Manx's assembler. Includes source. Author: Michael Sinz

**NetHandler** The Software Distillery's network file system handler (NET:), using Matt Dillon's DNET to mount one Amiga's devices on another Amiga. It also serves as an example file system written entirely in Lattice C. Version 1.0, includes source. Author: Software Distillery

**Regex** An Amiga shared library version of the GNU regular expression package from the Free Software Foundation. A regular expression is a concise method of describing a pattern of characters in a string. By use of special wildcards, almost any pattern can be described. A regular expression pattern can be used for searching strings in such programs as editors or other string handling programs. Version 1.0, includes source. Author: Edwin Hoogerbeets, FSF, Jim Mackraz

### •Fred Fish Disk 249•

Released September 16, 1989

**Automata** Four cellular automata programs. AutomataTron is a one dimensional cellular automation, Crud is a automation based on a sum index rule, Demon is a cyclic space automation described in the Aug 89 Scientific American, and Life is one of the oldest and best known of all cellular automata. Includes source. Author: Gary Teachout

**Slicer** Slicer computes and displays images of the Mandelbrot and Julia sets. Unlike many Mandelbrot programs that generate pictures directly, Slicer computes and stores an array of raw data which it may then render into pictures in a number of ways. Version 1.0, binary only. Author: Gary Teachout

**TurMite** A two dimensional Turing machine simulator. Imagine a small bug crawling around on your computer display moving one pixel at a time. At each step it uses its internal state number and the color of the pixel it's on as indexes into a set of tables to decide what color to change the pixel to, what direction to move, and what its new internal state should be. Includes source. Author: Gary Teachout



### •Fred Fish Disk 250•

Released September 16, 1989

**ASimplex** An implementation of the Simplex algorithm for solving linear programs. It uses the standardized MPSX-format for input data files. This is version 1.5, an update to version 1.2 on disk 199. Changes include bug fixes, the ability to run from CLI, it's own window for I/O, and some new and improved commands. Includes source. Author: Stefan Forster

**Gravity-Well** A celestial motion simulator that simulates the motion of up to twenty bodies in a Newtonian universe. The view of the simulation may be scaled, rotated in three dimensions or repositioned. Includes source. Author: Gary Teachout

**Paranoids** An asylum escape game. Paranoids is a traditional board game played by drawing cards, rolling dice, and moving pieces around the board. Each player has six pieces, four patients and two doctors. The object of the game is to get all of your patients out of the asylum. This is version 1.0, binary only. Author: Richard Anderson and Gary Teachout

**RPSC** A reverse polish scientific calculator. RPSC is a programmable RPN calculator in the Hewlett-Packard tradition. It supports operations with real numbers, complex numbers, matrices, and 3-D vectors, as well as storage and recall of labeled variables. Data and programs may be saved, loaded, or written as ASCII text, to AmigaDOS files. This is version 1.1, binary only. Author: Gary Teachout

•AC•

## Remember,

Carries a complete list of all disks added to the Fred Fish Collection and the AC collection in each current issue.

See your Amazing Dealer  
**TODAY!**



The Amazing Computing Freely Redistributable Software Library  
announces the addition of...

New Orleans Commodore Klub's

# inNOCKulation Disk

Version 1.5

*To help inform Amiga users of the newer Amiga viruses and provide them with the  
means to detect and eradicate those pesky little critters!*

*Files and directories on the  
inNOCKulation Disk include:*

## **Virus\_Texts (dir)**

Various text files from various places (Amicus #24, PeopleLink, and elsewhere!) describing the Virus(es) and people's experiences and their recommendations; TVSB "The Virus Strikes Back": satirical text describing future efforts to rid the universe of the dreaded (silicon) viruses! Interview with the alleged SCA virus author!

## **WB\_VirusCheckers (dir)**

### **VirusX3.2**

Runs in the background and checks disks for viruses or non-standard boot blocks whenever they are inserted. (Recognizes several viruses and non-standard boot blocks. Removes virus in memory. Has a built-in "view boot blocks" & other features.)

### **Sentry**

Revision of VirusX1.01 in Lattice C.

### **ViewBoot**

Highly active mouse-driven disk and memory virus-checker which allows you to look at the pertinent areas (useful in case you suspect a NEW virus!)

### **VRTest3.2**

Watches memory for viruses; will alert the user and allow their removal if found. Can check & INSTALL disks, etc.

## **CLI\_VirusCheckers (dir)**

### **AVirusII**

From The Software Brewery (W. German). Disables a virus in memory.

### **Clk\_Doctor3**

Corrects problems with the clock (caused by malignant programs, perhaps not really a "virus") (A500 & A2000)

### **Guardian1.1**

Checks for attempts at viral infection at boot! Allows you to continue with a normal boot (if desired). Includes a small utility program to permanently place the program on a copy of your Kickstart disk.

### **KillVirus**

Removes (any?) virus from memory.

### **VirusKiller**

A graphically appealing and user friendly program by TRISTAR.

## **Boot-Block\_Stuff**

### **SafeBoot2.2**

SafeBoot will allow the user to save custom boot sectors of all your commercial disks and save them for such an emergency. If a virus somehow manages to trash the boot sectors of a commercial disk, just run SafeBoot and it will restore the boot sectors, therefore saving your disk!!

### **Virus\_Alert V2.0.1**

Yet another anti-virus program with a twist. Once installed on your boot disk a message is displayed just after a warm or cold boot notifying the the user that the disk and memory are virus-free, and forcing a mouse-button press before continuing.

### **BootBack1**

Saves and restores boot-blocks. Runs from CLI only.

### **Antivirus aka AVBB**

Includes SEKA assembler source.

### **XBoot**

Converts a boot-block into an executable file, so you may use your favorite debugger (Wack, Dis, ...) to study it.

The inNOCKulation disk also includes icons and arc files.

*To order the inNOCKulation  
disk, send:*

**\$6.00** includes postage  
& handling  
(*\$7.00 for non-subscribers*)

**Amazing Computing**  
inNOCKulation disk orders  
P.O. Box 869  
Fall River, MA 02722



# AC & AMICUS Disks



## AC & Amicus Disks

AC Disks allow Amazing Computing to provide listings and support information for our readers. AC's listings were originally carried in the AMICUS collection anthologized by John Foust. However, John's increasing commitment to his company Syndesis left him little time to maintain the AMICUS library.

Amazing continued to provide support through the AC Disk series. As of today, not all of the programs which have appeared in AC are available on disk, however, these missing files are being collected and will be available to our readers shortly.

Amazing never intended to make the AC disks or AMICUS a necessary tool to enjoy AC. These disks are provided to assist our readers in incorporating the long and varied list of programs published in AC.

### •AC Disk #1•

AC Disk #1 contains the source and executable code relating to articles in Amazing Computing V3.8 and V3.9.

**Gels In MultiForth Parts I & II** Learn how to use Gels in MultiForth. Author: John Bushakra

**FFP & IEEE** An Example of using FFP & IEEE math routines in Modula-2. Author: Steve Faiwiszewski

**CAI** A complete Computer Aided Instruction program with editor written in AmigaBASIC. Author: Paul Castonguay

**Tumblin' Tots** A complete game written in Assembly language. Save the falling babies in this game. Author: David Ashley

**VGad** A gadget editor that allows you to easily create gadgets. The program then generates C code that you can use in your own programs. Author: Stephen Vermeulen

**MenuEd** A menu editor that allows you to easily create menus. The program then generates C code that you can use in your own programs. Author David Pehrson

**Bspread** A powerful spread sheet program written in AmigaBASIC. Author Brian Cately

### •AC Disk #2•

AC Disk #2 contains the source and executable code relating to articles in Amazing Computing V4.3 and V4.4.

**Fractals Part I** An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C. Author: Paul Castonguay

**Shared Libraries** C source and executable code that shows the use of shared libraries. Author: John Baez

**MultiSort** Sorting and intertask communication in Modula-2. Author: Steve Faiwiszewski

**Double Playfield** Shows how to use dual playfields in AmigaBASIC. Author: Robert D'Asto

**'881 Math Part I** Programming the 68881 math coprocessor chip in C. Author: Read Predmore

**Args** Passing arguments to an AmigaBASIC program from the CLI. Author: Brian Zupke

### •AC Disk #3•

AC Disk #3 contains the source and executable code relating to articles in Amazing Computing V4.5 and V4.6

**Digitized Sound** Using the Audio.device to play digitized sounds in Modula-2. Author: Len A. White

**'881 Math Part II** Part II of programming the 68881 math coprocessor chip using a fractal sample. Author: Read Predmore

**At Your Request** Using the system-supplied requestors from AmigaBASIC. Author: John F. Wiederhirn

**Insta Sound** Tapping the Amiga's sound from AmigaBASIC using the Wave command. Author: Greg Stringfellow

**MIDI Out** A MIDI program that you can expand upon. Written in C. Author: Br. Seraphim Winslow

**Diskless Compiler** Setting up a compiler environment that doesn't need floppies. Author: Chuck Raudonis

### •AC Disk #4•

AC Disk #4 contains the source and executable code relating to articles in Amazing Computing V4.7 and V4.8.

**Fractals Part II** Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC. Author: Paul Castonguay

**Analog Joysticks** The code for using analog joysticks on the Amiga. Written in C. Author: David Kinzer

**C Notes** A small program to search a file for a specific string in C. Author: Steven Kemp

**Better String Gadgets** How to tap the power of string gadgets in C. Author: John Bushakra

**On Your Alert** Using the system's alerts from AmigaBASIC. Author: John F. Wiederhirn

**Batch Files** Executing batch files from AmigaBASIC. Author: Mark Aydellotte

**C Notes** The beginning of a utility program in C. Author: Steven Kemp

### •AC Disk #5•

AC Disk #5 contains the source and executable code relating to articles in Amazing Computing V4.9.

**Memory Squares** Test your memory with this AmigaBASIC game. Author: Mike Morrison

**High Octane Colors** Use dithering in AmigaBASIC to get the appearance of many more colors. Author: Robert D'Asto

**Cell Animation** Using cell animation in Modula-2. Author: Nicholas Cirasella

**Improving Graphics** Improve the way your program looks no matter what screen it opens on. In C. Author: Richard Martin

**Gels in Multi-Forth-Part 3** The third and final part on using Gels in Forth. Author: John Bushakra

**C Notes 4.9** Look at a simple utility program in C. Author: Steven Kemp

**1D\_Cells** A program that simulates a one-dimensional cellular automata. Author: Russell Wallace

**Colourscope** A shareware program that shows different graphic designs. Author: Russell Wallace

**ShowILBM** A program that displays lo-res, hi-res, interlace and HAM IFF pictures. Author: Russell Wallace

**Labyrinth\_II** Roll playing text adventure game. Author: Russell Wallace

**Most** Text file reader that will display one or more files. The program will automatically format the text for you. Author: Russell Wallace

**Terminator** A virus protection program. Author: Russell Wallace

### •AC Disk #6•

AC Disk #6 contains the source and executable code relating to articles in AC V4.10

**Typing Tutor** A program written in AmigaBASIC that will help you improve your typing. Author: Mike Morrison

**Glat's Gadgets** Using gadgets in Assembly language. Author: Geff Glat

**Function Evaluator** A program that accepts mathematical functions and evaluates them. Written in C. Author: Randy Finch

**Fractals: Part III** AmigaBASIC code that shows you how to save/load pictures to disk. Author: Paul Castonguay

**More Requestors** Using system calls in AmigaBASIC to build requestors. Author: John Wiederhirn

**Multi-Forth** Implementing the ARP library from Forth. Author: Lonnie A. Watson

**Search Utility** A file search utility written in C. Author: Steven Kemp





# AC & AMICUS Disks

## • AMICUS Disk 1 •

**3DSolids** 3D solids modeling prog. w/sample data files. ABasiC program

**Blocks** Draws blocks. ABasiC program

**Cubes** Draws cubes. ABasiC program.

**Durer** Draws pictures in the style of Durer. ABasiC program.

**FScape** Draws fractal landscapes. ABasiC program.

**Hidden** 3D drawing program, with hidden line removal. ABasiC program.

**JPad** Simple paint program. ABasiC program.

**Optical** Draw several optical illusions. ABasiC program.

**PaintBox** Simple paint program. ABasiC program.

**Shuttle** Draws the Shuttle in 3D wireframe. ABasiC program.

**SpaceArt** Graphics demo. ABasiC program.

**Speaker** Speech utility. ABasiC program.

**Sphere** Draws spheres. ABasiC program.

**Spiral** Draws color spirals. ABasiC program.

**ThreeDee** 3D function plots. ABasiC program.

**Topography** Artificial topography. ABasiC program.

**Wheels** Draws circle graphics. ABasiC program.

**Xenos** Draws fractal planet landscapes. ABasiC program.

### Tools

**AddressBook** Simple database program for addresses. ABasiC program.

**CardFile** Simple card file database program. ABasiC program.

**Demo** Multiwindow demo. ABasiC program.

**KeyCodes** Shows keycodes for a key you press. ABasiC program.

**Menu** Run many ABasiC programs from a menu. ABasiC program.

**MoreColors** A way to get more colors on the screen at once using aliasing. ABasiC program

**Shapes** Simple color shape designer. ABasiC program.

**SpeakIt** Speech and narrator demo. ABasiC program.

### Games

**BrickOut** Classic computer brick wall game, ABasiC program.

**Othello** Also known as 'go', ABasiC program.

**Saucer** Simple shoot-em-up game. ABasiC program.

**Spelling** Simple talking spelling game. ABasiC program.

**ToyBox** Selectable graphics demo. ABasiC program.

### Sound & Music

**Entertainer** Plays "The Entertainer", a Scott Japlan song made famous by "The Sting". ABasiC program.

**HAL9000** Pretends it's a computer from the HAL series (2001). ABasiC program.

**Police** Simple police siren sound. ABasiC program.

**SugarPlum** Plays "The Dance of the Sugarplum Fairies". ABasiC program.

### C programs

**ATerm** Simple terminal. C program, source code and executable program.

**cc** Aid to compiling with Lattice C.

**decvnt** Opposite of CONVERT for cross developers. C program.

**Dotty** Source code to the 'dotty' window demo. C program.

**echox** UNIX-style filename expansion, partial S, C program in C source code and executable. Documentation included.

**fasterfp** Explains use of fast-floating point math C program.

**FixDate** Fixes future dates on all files on a disk, C program in C source code and executable.

**freedraw** Simple four-color Workbench drawing program.,C program. In C source code and executable.

**GfxMem** Graphic memory usage indicator, C program. Source code and executable program.

**Grep** Searches for a given string in a file with docs. HAM shows off the hold-and-modify method of color generation. C program.

**IBM2Amiga** Fast parallel cable transfers between an IBM and an Amiga C program.

**Mandel** Mandelbrot set program, C program in C source code and executable.

**moire** Patterned graphic demo, C program in C source code and executable.

**objfix** Makes Lattice C object file symbols visible to Wack, C program. In C source code and executable.

**quick** Quick sort strings routine. C program.

**raw** Example sample window I/O. C program.

**setlace** Turns on interlace mode, C program in C source code and executable.

**sparks** Qix-type graphic demo, C program in C source code and executable.

**SpeechToy** Speech demonstration. Executable program.

**WhichFont** Displays all available fonts. Executable program.

### Texts

**68020** Text describes 68020 speedup board from CSA.

**Aliases** Text explains uses of the ASSIGN command.

**Bugs** Text of known bug list in Lattice C 3.02.

**CLICard** Text file of a reference card for AmigaDOS CLI.

**CLICommands** Text guide to using the CLI.

**Commands** Shorter guide, in text, to AmigaDOS CLI commands.

**EdCommands** Text guide to the ED editor.

**Filenames** AmigaDOS filename wildcard conventions in a text file.

**HalfBright** Text explains rare graphics chips that can do more colors.

**ModemPins** Text description of the serial port pinout.

**RAMdisks** Text file with tips on setting up your RAM disk.

**ROMWack** Text files with tips on using ROMWack.

**Sounds** Text explanation of Instrument demo sound file format.

**Speed** Text file, refutation of Amiga's CPU and custom chip speed.

**WackCmds** Text tips on using Wack.

## • AMICUS Disk 2 •

### C programs

**alib** AmigaDOS object library manager, C programs in C source code and executable.

**ar** Text file archive program, C program in C source code and executable.

**fixobj** Auto-chops executable files. C program in C source code and executable.

**shell** Simple CLI shell, S-E. C program in C source code and executable.

**sq, usq** File compression programs, C program in C source code and executable.

**YachtC** A familiar game, C program in C source code and executable.

**Make** A simple 'make' programming utility, C program in C source code and executable.

**Emacs** An early version of the Amiga text editor, C program in C source code and executable. Documentation provided.

### Assembler programs

**bsearch.asm** Binary search code. Assembler program.

**qsort.asm** UNIX compatible qsort() function, source and C test program. Assembler program.

**setjmp.asm** setjmp() code for Lattice 3.02. Assembler program.

**SVprintf** UNIX system V compatible printf(). Assembler program.

**trees.o** UNIX compatible tree() function, Assembler program. Object file and documentation provided.

### Tutorials

**Animate** Tutorial describes animation algorithms, by John Draper.

**Gadgets** Tutorial on gadgets from J. Draper.

**Menus** Learn about Intuition menus, a John Draper Amiga Tutorial.

## • AMICUS Disk 3 •

### C programs

**Xref** A C cross-reference gen., C program in C source code and executable.

**6bitcolor** Extra-half-bright chip gfx demo, C program in C source code and executable.

**Chop** Truncate (chop) files down to size, C program in C source code and executable.

**Cleanup** Removes strange characters from text files. C program.



**CR2LF** Converts carriage returns to line feeds in Amiga files, C program.

**Error** Adds compile errors to a C file, C program in C source code.

**Hello** Window ex. from the RKM, C program in C source code.

**Kermit** Generic Kermit implementation, flakey, no terminal mode, C program. source code and executable.

**Scales** Sound demo plays scales, C program in C source code and executable program.

**SkewB** Rubik cube demo in hi-res colors, C program in C source code and executable.

## AmigaBASIC progs(dtr)

**Automat** Cellular automata simulation. AmigaBASIC Program.

**CrazyEight** Card game based on the children's traditional favorite.

**Graph** Function graphing programs. AmigaBASIC Program.

**WitchingHour** A game. AmigaBASIC Program.

## ABasic programs

**Casino** Games of poker, blackjack, dice, and craps. ABasic program.

**Gomoku** Also known as 'othello'. ABasic program.

**Sabotage** Sort of an adventure game. ABasic program.

## Executable programs

**Disassem** A 68000 disassembler, Executable program.

**DpSlide** Shows a given set of IFF pictures, Executable program.

**Arrange** A text formatting program, Executable program.

## Assembler programs:

**Argoterm** Terminal program with speech and Xmodem, Assembler program. source code and executable program.

## •AMICUS Disk 4•

AMICUS Disk number 4 contains files from the original Amiga Technical BBS. Note that some of these files are old, and refer to older versions of the operating system. These files came from the Sun system that served as Amiga technical support HQ for most of 1985. These files do not carry a warranty, and are for educational purposes only. Of course, that's not to say they do not work.

**image.ed** Complete and nearly up-to-date C source to 'image.ed', an early version of the Icon Editor. This is a little flakey, but compiles and runs.

**Intuition demo** An Intuition demo, in full C source, including files: demomenu.c, demomenu2.c, demoreq.c, getascii.c, idemo.c, idemo.guide, idemo.make, idemo.all.h, nodos.c, and txwrite.c

**addmem.c** Add external memory to the system. C program.

**bobtest.c** Example of BOB use. C program.

**consoleIO.c** Console I/O example. C program.

**creaport.c** Create and delete ports. C program.

**creatstdi.c** Create standard I/O requests. C program.

**creatask.c** Creating task examples. C program.

**diskio.c** Example of track read and write. C program.

**dotty.c** Source to the 'dotty window' demo. C program.

**dualplay.c** Dual playfield example. C program.

**flood.c** Flood fill example. C program.

**freemap.c** Old version of 'freemap'. C program.

**gertools.c** Tools for VSprites and BOBs. C program.

**gfxmem.c** Graphic memory usage indicator. C program.

**hello.c** Window example from RKM. C program.

**inputdev.c** Adding an input handler to the input stream. C program.

**joystick.c** Reading the joystick. C program.

**keybd.c** Direct keyboard reading. C program.

**layertes.c** Layers examples. C program.

**mousport.c** Test mouse port. C program.

**ownlib.c** Example of making your own library in C with Lattice. C program.

**ownlib.asm** Example of making your own library in Assembly with Lattice. C program.

**paratest.c** tests parallel port commands. C program.

**seritest.c** tests serial port commands. C program.

**serisamp.c** Example of serial port use. C program.

**prinintr.c** Sample printer interface code. C program.

**prtbase.h** Printer device definitions. C program.

**regintes.c** Region test program. C program.

**setlace.c** Source to interlace on/off program. C program.

**setparallel.c** Set the attributes of the parallel port. C program.

**SetSerial.c** Set the attributes (parity, data bits) of the serial port. C program.

**singplay.c** Single playfield example. C program.

**speechtoy.c** Source to narrator and phonetics demo. C program.

**timedely.c** sSample timer demo. C program.

**timer.c** Exec support timer functions. C program.

**timrstuf.c** More exec support timer functions. C program.

**WhichFont.c** loads and displays all available system fonts process.i and prtbase.i assembler include files. C program.

**autorqstr.txt** Warnings of deadlocks with auto requesters. C program.

**consoleIO.txt** Copy of the RKM console I/O chapter. C program.

**diskfont.txt** Warning of disk font loading bug. C program.

**fullfunc.txt** List of #defines, macros, functions. C program.

**inputdev.txt** Preliminary copy of the input device chapter. C program.

**License** Text, License information on Workbench distribution license.

**printer** Printer pre-release copy of the chapter on printer drivers, from RKM 1.1.

**v11fd.txt** 'diff' of .fd file changes from version 1.0 to 1.1.

**v28v1.diff** 'diff' of include file changes from version 28 to 1.0.

## •AMICUS Disk 5•

Files from the Amiga Link /Amiga Information Network. Note that some of these files are old, and refer to older versions of the operating system. These files are from Amiga Link. For a time, Commodore supported Amiga Link, aka ALN, for online developer technical support. It was only up and running for several weeks. These files do not carry a warranty, and are for educational purposes only. Of course, that's not to say they don't work.

**menudemo** A demo of Intuition menus called 'menudemo', in C source. C program.

**whereis.c** Find a file searching all subdirectories. C program.

**bobtest.c** BOB programming example. C program.

**sweep.c** Sound synthesis example. C program.

## Assembler files

**mydev.asm** Sample device driver. Assembler file.

**mylib.asm** Sample library example. Assembler file.

**mylib.i**

**mydev.i**

**asmsupp.i**

**macros.i** Assembler include files.

## Texts

**amigatricks** Text, tips on CLI commands.

**extdisk** Text, external disk specification.

**gameport** Text, game port spec.

**parallel** Text, parallel port spec.

**serial** Text, serial port spec.

**v1.1update** Text, list of new features in version 1.1.

**v1.1h.txt** Text, 'diff' of include file changes from version 1.0 to 1.1.

**Printer driver** Text files for building your own printer drivers, including dospecial.c, epsdata.c, init.asm, printer.c, printer.link, printtag.asm, render.c, and wait.asm.

**IFF specs** This disk does contain a number of files describing the IFF specification. These are not the latest and greatest files, but remain here for historical purposes. They include text files and C source examples. The latest IFF spec is elsewhere in this library.

## •AMICUS Disk 6•

**DPSlide** Program, can view a given series of IFF pictures.





# AC & AMICUS Disks

**SlideShow** A 'showpic' program which can view each IFF picture file at the click of an icon.

**ArticFox.pic** A IFF screen from ArticFox.

**Degas.pic** A Degas dancer IFF screen.

**Degas2.pic** A Degas dancer.IFF screen.

**Degas3.pic** A Degas dancer.

**Degas4.pic** A Degas dancer.

**EAGuys.pic** The guys at Electronic Arts.

**mandrill** A gorilla in an IFF picture.

**Horses.pic** Horses in an IFF picture.

**KingTut** King Tut in an IFF picture.

**Lighthouse** A lighthouse in an IFF picture.

**MarbleMadness.pic** A screen from Marble Madness.

**Martian** The Bugs Bunny Martian in an IFF picture.

**MovieGuys.pic** A still from an old movie in an IFF picture.

**MTV** The Dire Straits moving company in an IFF picture.

**PinballConstSet.pic.** A screen from Pinball Contruction Set in an IFF picture.

**NewsCaster.plc** A TV newscaster in an IFF picture.

**PaintCan.pic** The PaintCan in an IFF picture.

**WorldMap** A world map in an IFF picture.

**Porsche** A Porsche in an IFF picture.

**ShuttlePatch** A shuttle mission patch in an IFF picture.

**T.Rex** A tyrannosaurus rex in an IFF picture.

**PolarView** A planet view in an IFF picture.

**VisaCard** A VISA card in an IFF picture.

**TenSpeed** A ten-speed in an IFF picture.

**Saturn** An IFF picture.

**Starflight** An IFF picture.

**Uranus** An IFF picture.

**Venus** An IFF picture.

## •AMICUS Disk 7•

AMICUS Disk 7 contains the Digi-View HAM demo picture disk. These are pictures from the Digi-View hold-and-modify video digitizer.

**LollypopLady** Famous Lady with lollypop picture which caused so many people to purchase the Amiga for its graphics. An IFF picture.

**Child** Toddler digitized forever in Amiga history, an IFF picture.

**ComputerBlocks** An IFF image of multicolored computer composed shapes as blocks.

**Dozer** An IFF picture of a bulldozer.

**Horse&Buggy** Hanson cab in an IFF picture.

**OldMan** Shades of Santa digitized in an IFF picture.

**PeopleCable** An IFF picture resembling an old BYTE Magazine cover.

**Robert** Grey scale digitization of a startled young man, an IFF picture.

**Robot** IFF picture of toy robot.

**StatueOfLiberty** Evening view of the great lady's profile in an IFF picture.

**Webster** The dictionary page in an IFF picture.

**Woman&Pencil** Famous IFF image of a woman holding a pencil (seen in early Digi-View™ advertisements).

**SaveILBM** 'seilbm' program, to turn any screen into an IFF picture.

**ShowILBM** Shows ILBM images.

**ShowHAM** Shows HAM images.

## •AMICUS Disk 8•

**Browse** View text files on a disk, using menus in source code and executable, a C program.

**Crunch** Removes comments and white space from C files, in source code and as an executable, a C program.

**IconExec** EXECUTE a series of commands from Workbench AC program in source code and as an executable.

**PDScreen Dump** C program which dumps Rastport of highest screen to printer.

**SetAlternate** C program which sets a second image for an icon, when clicked once. In C source code and as an executable program.

**SetWindow** C program makes windows for a CLI program to run under Workbench In source code and as an executable.

**SmallClock** A small digital clock in a window menu bar as a C program.

**Scripper** Perry Kivolowitz's C program screen printer from ACv1.4 in source code and executable code.

### AmigaBASIC program

**AddressBook** A simple address book database as an AmigaBASIC Program.

**Ball** Draws a ball, an AmigaBASIC Program.

**Cload** An AmigaBASIC Program to convert CompuServe hex files to binary. Source code and documentation included.

**Clue** The game, Intuition driven, an AmigaBASIC Program.

**ColorArt** Art drawing program in AmigaBASIC.

**DeluxeDraw** The drawing program from AC v1.3 in AmigaBASIC.

**Eliza** Legendary conversational computer psychologist in AmigaBASIC.

**Othello** An AmigaBASIC Program of the oriental game known as 'go'.

**RatMaze** 3D rat maze game in AmigaBASIC.

**ROR** AmigaBASIC boggling graphics demo.

**Shuttle** AmigaBASIC program draws 3D pictures of the space shuttle.

**Spelling** simple spelling program in AmigaBASIC.

**YoYo** weird zero-gravity yo-yo demo, tracks yo-yo to the mouse, in AmigaBASIC.

### Executable programs

**3Dcube** Modula-2 demo of a rotating cube.

**AldIcon** Sets a second icon image, displayed when the icon is clicked.

**AmigaSpell** A slow but simple spell checker. Executable program.

**arc** The ARC file compression program, a must-have for telecommunications. Executable program.

**Bertrand** A graphics demo.

**disksalvage** A program to rescue trashed disks. Executable program.

**KwikCopy** A quick but nasty disk copy program: It ignores errors. Executable program.

**LibDir** This program lists hunks in an object file. Executable program and documentation.

**SaveILBM** This program saves any screen as an IFF pic. Executable program and documentation.

**ScreenDump** A Shareware screen dump program.

**StarTerm** Version 2.0, terminal program with Xmodem.

### Texts

**LatticeMain** Text file tips on fixing \_main.c in Lattice.

**GDiskDrive** Text file instructions to make your own 5 1/4 drive.

**GuruMed** Text file explains the Guru numbers. This is an older file.

**Lat3.03bugs** Text file lists bugs of Lattice C version 3.03.

**MForgeRev** Text of a user's view of the MicroForge hard drive.

**PrintSpooler** EXECUTE-based print spool program.

### .BMAP files

These are the necessary links between AmigaBASIC and the system libraries. To take advantage of the Amiga's capabilities in BASIC, you need these files. BMAPs are included for :

clist.bmap  
console.bmap  
diskfont.bmap  
exec.bmap  
graphics.bmap  
icon.bmap  
intuition.bmap  
layers.bmap  
mathffp.bmap  
mathieeedoubas.bmap  
mathieeesingbas.bmap  
mathtrans.bmap  
potgo.bmap  
timer.bmap  
translator.bmap

## •AMICUS Disk 9•

### AmigaBASIC Programs

**FlightSim** A simple flight simulator program in AmigaBASIC.

**HuePalette** An AmigaBASIC program which explains Hue, Saturation, & Intensity.

**Requester** A requester subroutine for use in your AmigaBASIC programs.



**ScrollDemo** Demonstrates the text scrolling capabilities of AmigaBASIC.

**Synthesizer** A sound program in AmigaBASIC.

**WorldMap** An AmigaBASIC program which draws a map of the world.

## Executable programs:

**Boing!** Boing! demo, with selectable speed. Executable program.

**Brush2C** Brush2C converts an IFF brush to C data instructions, initialization code. Executable program.

**Brush2Icon** Brush2Icon converts an IFF brush to an icon. Executable program.

**Dazzle** A Graphics demonstration which produces patterns based on mouse movements. Executable program.

**DeciGEL** An assembler program for stopping 68010 errors. In C source code and executable program. Documentation provided.

**Klock** A menu-bar clock and date display. Executable program.

**Life** The game of Life. Executable program.

**TimeSet** An Intuition-based way to set the time & date.

**MEMacs** Another Emacs, more oriented to word processing. In C source code and executable program, and documentation provided.

**MyCLI** A CLI shell, works without the Workbench. In C source code and executable. Documentation provided.

## Texts:

**FunctKeys** Text file explains how to read function keys from AmigaBASIC.

**HackerSln** Text file explains how to win the game 'hacker'.

**Ist68010** Text guide to installing a 68010 in your Amiga.

**PrinterTip** A text file instruction for sending escape sequences to your printer.

**StartupTip** Text file tips on setting up your startup-sequence file.

**XfrmrReview** Text file list of Transformer programs that work.

## Printer Drivers

**Canon PJ-1080A** Printer driver for the Canon PJ-1080A.

**C Itoh Prowriter** Printer driver for the C Itoh Prowriter.

**Epson** An improved Epson driver that eliminates streaking.

**Epson LQ-800** Printer driver for the Epson LQ-800.

**Gemini Star-10** Printer driver for the Gemini Star-10.

**NEC 8025A** Printer driver for the NEC 8025A.

**Okidata ML-92** Printer driver for the Okidata ML-92.

**Panasonic KX-P10xx** Printer driver for the Panasonic KX-P10xx family of printers.

**Smith-Corona D300** Printer driver for the Smith-Corona D300.

**Install Drivers** A document describing the installation process for printer drivers.

## •AMICUS Disk 10•

### Instrument sound demos

AMICUS Disk 10 is an icon-driven Instrument sound demonstration, circulated to many dealers. It includes the sounds of an acoustic guitar, an alarm, a banjo, a bass guitar, a boink, a calliope, a car horn, claves, water drip, electric guitar, a flute, a harp arpeggio, a kickdrum, a marimba, a organ minor chord, people talking, pigs, a pipe organ, a Rhodes piano, a saxophone, a sitar, a snare drum, a steel drum, bells, a vibraphone, a violin, a wailing guitar, a horse whinny, and a whistle.

## •AMICUS Disk 11•

### C programs

**dirutil** Intuition-based, CLI replacement manager executable as well as source code in C.

**cpri** cpri shows and adjusts priority of CLI processes in C source code and executable.

**ps** ps shows info on CLI processes, in C source code and as an executable.

**Vidtex** Vidtex displays Compuserve RLE pics in source code and as an executable.

### AmigaBASIC programs

**pointerEd** A pointer and sprite editor program in AmigaBASIC.

**optimize** An optimization example from an AC article, in AmigaBASIC.

**calendar** A large, animated calendar, diary and date book program in AmigaBASIC.

**amortize** Loan amortizations program in AmigaBASIC.

**brushtoBOB** Converts small IFF brushes to AmigaBASIC BOB OBJECTS, an AmigaBASIC program.

**grids** An AmigaBASIC program which will draw and play waveforms.

**hilbert** An AmigaBASIC that draws Hilbert curves.

**madlib** A mad lib story generator in AmigaBASIC.

**mailtalk** A talking mailing list program in AmigaBASIC.

**meadows3D** A 3D graphics program, from an AC™ article, in AmigaBASIC.

**mousetrack** A mouse tracking example in hires mode in AmigaBASIC.

**slot** A slot machine game written in AmigaBASIC.

**tictactoe** The classic game written in AmigaBASIC.

**switch** A pachinko-like game written in AmigaBASIC.

**weird** A program written in AmigaBASIC that makes strange sounds.

### Executable programs

**cp** A UNIX-like copy command. Executable program.

**cls** A screen clear program. Executable program and source code.

**Diff** A UNIX-like stream editor which uses 'diff' output to fix files.

**pm** A chart recorder performances indicator.

### Assembler programs

**cls** A screen clear and CLI arguments example in Assembly.

**Modula-2** trails a moving-worm graphics demo in Modula-2.

**caseconvert** Modula-2 program which converts Modula-2 keywords to uppercase.

**SimpleReq** An example of a custom requester from Modula-2.

**Breshehan** A Forth program which produces a Breshehan circle algorithm example.

**Analyze Templates** 12 templates for the spreadsheet Analyze.

**ConvertDoodle** Converts Commodore 64 Doodle files into Amiga format.

**ConvertKoala** Converts Commodore 64 Koala files into Amiga format.

**ConvertPrintShop** Converts Commodore 64 PrintShop files into Amiga format.

## •AMICUS Disk 12•

### Executable programs

**blink** 'alink' compatible linker, but faster. Executable program and documentation.

**clean** Executable program, spins the disk for disk cleaners. Documentation included.

**epsonset** Executable program that sends Epson settings to PAR from menu. Documentation included.

**showbig** Executable program which will view hires pics in low-res superbitmap. Documentation included.

**speaktme** Speaking program which will tell the time. Executable program and documentation.

**undelete** Executable program undeletes a file. Documentation included.

**cnvaplthm** Executable program that converts Apple II low, medium and high res pictures to IFF. Documentation included.

**menuEd** A menu editor that produces C code for menus. Executable program and documentation.

**quick** A quick disk-to-disk nibble copier. Executable program and documentation.

**quickeA** Program copies Electronic Arts disks, removes protection. Executable program and documentation.

**txed 1.3** A demo of text editor from Microsmiths. Executable program and documentation.

### C programs

**spin3** C program of rotating blocks as a graphics demo. In C source code and executable. Documentation included.

**popcli** A C program that allows you to start a new CLI at the press of a button, like Sidekick. In C source code and executable. Documentation included.

**vsprite** VSprite example C code from Commodore, S-E-D.

**AmigaBBS** AmigaBASIC bulletin board C program.

### Assembler programs

**star10** Assembler program, makes star fields like Star Trek intro. In C source code and executable. Documentation included.





# AC & AMICUS Disks

**Mount Mandelbrot** A 3D view of a Mandelbrot set.

**Star Destroyer** A hi-res picture of the Empire's Star Wars starship.

**Robot** A picture of a robot arm grabbing a cylinder.

**vendors** Older text file of Amiga vendors, names, addresses.

**cardco** Text file of fixes to early Cardco memory boards.

**cinclude** Text file cross-reference to C include files.

**mindwalker** Text clues to playing the game well.

**slideshow** Instructional text to produce your own slideshows from the Kaleidoscope disk.

## •AMICUS Disk 13•

### AmigaBASIC programs

Routines from Carolyn Scheppner of CBM Tech Support, to read and display IFF pictures from AmigaBASIC. With documentation. Also included is a program to do screen prints in AmigaBASIC, and the newest BMAP files, with a corrected ConvertFD program. With example pictures, and the SaveLBM screen capture program.

Routines to load and play FutureSound and IFF sound files from AmigaBASIC, by John Foust for Applied Visions. With documentation and C and assembler source for writing your own libraries, and interfacing C to assembler in libraries. With example sound.

### Executable programs

**gravity** Sci Amer Jan 86 gravitation graphic simulation. In C source code and executable. Documentation included.

**MIDI** Make your own MIDI instrument interface with documentation and a hi-res schematic picture.

## •AMICUS Disk 14•

Several programs from Amazing Computing issues:

**Dan Kary's** C structure index program. In C source code and executable. Documentation included.

### AmigaBASIC programs

**BMAP Reader** by Tim Jones.

**IFFBrush2BOB** by Mike Swinger.

**AutoRequester** example.

**DOSHelper** Windowed help system for CLI commands. In C source code and executable. Documentation included.

**PETrans** translates PET ASCII files to ASCII files. In C source code and executable. Documentation included.

**C Squared** Graphics program from Scientific American, Sept 86. In C source code and executable. Documentation included.

**crlf** adds or removes carriage returns from files. In C source code and executable. Documentation included.

**dpdecode** decrypts Deluxe Paint, demo.

**ves copy** protection. Executable program and documentation.

**queryWB** asks Yes or No from the user returns exit code. Source code and executable program.

**vc** VisiCalc type spreadsheet, no mouse control. Executable program and documentation.

**view** views text files with window and slider gadget. Executable program and documentation.

**Oling, Sproling, yaBoing, Zoing** are sprite-based Boing! style demos. dln C source code and executable. Documentation included.

**CLIClock sClock, wClock** are window border clocks. Source code, executable program, and documentation.

**Texts** An article on long-persistence phosphor monitors, tips on making brushes of odd shapes in Deluxe Paint, and recommendations on icon interfaces from Commodore-Amiga.

## •AMICUS Disk 15•

### C programs

**pr** A file printing utility, which can print files in the background, and with line numbers and control character filtering.

**fm** displays a chart of the blocks allocated on a disk.

**Ask** questions an 'execute' file, returns an error code to control.

### Executable programs

**Stat** An enhanced version of AmigaDOS 'status' command.

**Dissolve** Random-dot dissolve demo displays IFF picture slowly, dot by dot, in a random fashion.

**PopCLI2** Invoke new CLI window at the press of a key.

### Executable programs

**Form** File formatting program through the printer driver to select print styles.

**DiskCat** catalogs disks, maintains, sorts, merges lists of disk files.

**PSound** SunRize Industries' sampled sound editor & recorder.

**Iconmaker** makes icons for most programs.

**Fractals** draws great fractal seascapes and mountainscapes.

**3D Breakout** 3D glasses, create breakout in a new dimension.

**AmigaMonitor** displays lists of open files, memory use, tasks, devices and ports in use.

**Cosmoroids** A version of 'asteroids' for the Amiga.

**Sizzlers** High resolution graphics demo written in Modula 2.

### Texts

**ansi.txt** explains escape sequences the CON: device responds to.

**FFKey** includes template for making paper to sit in the tray at the top of the Amiga keyboard.

**Spawn** Programmer's document from Commodore Amiga, describes ways to use the Amiga's multitasking capabilities in your own programs.

### AmigaBASIC programs

**Grids** Draw sound waveforms, and hear them played.

**Light** A version of the Tron light-cycle video game.

**MigaSol** A game of solitaire.

**Stats** Program to calculate batting averages.

**Money** "Try to grab all the bags of money that you can."

AMICUS 15 also includes two beautiful IFF pictures, of the enemy walkers from the ice planet in Star Wars, and a picture of a cheetah.

## •AMICUS Disk 16•

**juggler** "juggler" is a demo by Eric Graham. A robot juggler bouncing three mirrored balls, with sound effects. Twenty-four frames of HAM animation are flipped quickly to produce this image. You control the speed of the juggling. The author's documentation hints that this program might someday be available as a product.

**IFF pictures** parodies of the covers of Amiga World and Amazing Computing magazines.

### C programs

**Inputhandler** Example of making an input handler.

**FileZap3** Binary file editing program.

**ShowPrint** displays IFF picture, and prints it.

**Gen** Program indexes and retrieves C structures and variables declared in the Amiga include file system.

### Executable Programs

**FixHunk2** repairs an executable program file for expanded memory.

**ms2smus** converts Music Studio files to IFF standard 'SMUS' format. I heard this program might have a few bugs, especially in regards to very long songs, but it works in most cases.

**Missile** Amiga version of the 'Missile Command' video game.

AMICUS Disk 16 contains several files of scenarios for Amiga Flight Simulator II. By putting one of these seven files on a blank disk, and inserting it in the drive after performing a special command. In this game, a number of interesting locations are preset into the Flight Simulator program. For example, one scenario places your plane on Alcatraz, while another puts you in Central Park.

## •AMICUS Disk 17•

Telecommunications disk which contains six terminal programs.

**Comm V1.33** Term prog. with Xmodem, WXXmodem.

**ATerm V7.2** Term prog. includes Super Kermit.

**VT-100 V2.6** Dave Wecker's VT-100 emulator with Xmodem, Kermit, and scripting.

**Amiga Kermit** V4D(060) port of the UNIX C-Kermit.



**VTek V2.3.1** Tektronix graphics terminal emulator based on the VT-100 prog. V2.3 and contains latest 'arc' file compression.

**AmigaHost** V0.9 for Compuserve. Includes RLE graphics abilities & CIS-B file transfer protocol.

**FixHunk** Expansion memory necessity.

**FixObj** removes garbage characters from modem received files.

**Txt** filters text files from other systems to be read by the Amiga E.C.

**addmem** Executable version for use with mem expansion article in AC v2.1.

**arc** File documentation and a BASIC tutorial on un 'arc'ing files.

**arcre** for making "arc" files E.C.

## •AMICUS Disk 18•

**Logo** Amiga version of the popular computer language, with example programs. Executable program and documentation.

**Tv\*Text** Demo version of the TV\*Text character generator.

**PageSetter** Freely distributable versions of the updated PagePrint and PageIFF programs for the PageSetter desktop publishing package.

**FullWindow** Resizes any CLI window using only CLI commands. Executable program and documentation.

**Life3d** 3D version of Conway's LIFE program. Executable program and documentation.

**Defdisk** CLI utility to re-assign a new Workbench disk. In C source code and executable. Documentation included.

**Calendar.WKS** Lotus-compatible worksheet that makes calendars.

**SetKey** Demo of keyboard key re-programmer, with IFF picture to make function key labels.

**VPG** Video pattern generator for aligning monitors. Executable program and documentation.

**HP-10C** Hewlett-Packard-like calculator. Executable program and documentation.

**SetPrefs** Change the Preferences settings on the fly, in C source code, executable program and documentation.

**StarProbe** Program studies stellar evolution. C source included for Amiga and MS-DOS. In C source code, executable, and documentation.

**ROT** C version of Colin French's AmigaBASIC ROT program from Amazing Computing. ROT edits and displays polygons to create three-dimensional objects. Up to 24 frames of animation can be created and displayed. E-D

**Scat** Like Ing, windows on screen run away from the mouse. Executable program and documentation.

**DK** Decays the CLI window into dust, in Modula 2. In C source code, executable program and documentation.

**DropShadow2** Adds layered shadows to Workbench windows. Executable program and documentation.

## •AMICUS Disk 19•

AMICUS Disk 19 contains several programs from Amazing Computing. The IFF pictures on this disk include the Amiga Wake party T-shirt logo, a sixteen-color hi-res image of Andy Griffith, and five Amiga Live! pictures from the Amazing Stories episode which featured the Amiga.

**Solve** Linear equation solver in assembly language. Source code, executable program and documentation.

**Gadgets** Bryan Catley's AmigaBASIC tutorial. Source code and documentation.

**Household** Bryan Catley's AmigaBASIC household inventory program. In C source code and documentation.

**Waveform** Jim Shields' Waveform Workshop in AmigaBASIC. In C source code and documentation.

**DiskLib** John Kennan's AmigaBASIC disk librarian program. In C source code and documentation.

**Subscripts** Ivan Smith's AmigaBASIC subscript example. In C source code and documentation.

**String, Boolean** C programs and executables for Harriet Maybeck Tolly's Intuition tutorials. In C source code, executable program, and documentation.

**Skinny C** Bob Riemersma's example for making small C programs. Source code, executable program, and documentation.

**COMAL.h** Make C look like COMAL header file. In C source code, and documentation.

**EmacsKey** Makes Emacs function key definitions by Greg Douglas. In C source code, and documentation.

**AMon 1.1** Snoop on system resource use. Executable program and documentation.

**BTE** Bard's Tale character editor. Executable program and documentation.

**Size** CLI program shows the size of a given set of files. Executable program and documentation.

**WinSize** CLI window utility resizes current window. In C source code, executable program, and documentation.

## •AMICUS Disk 20•

**Compactor, Decoder** Steve Michel AmigaBASIC tools. In C source code and documentation.

**BobEd** BOB and sprite editor written in C. In C source code, executable program and documentation.

**SpriteMasterII** Sprite editor and animator by Brad Kiefer. Executable program and documentation.

**BlitLab** Blitter chip exploration C program by Tomas Rokicki. In C source code, executable program and documentation.

**FPic** Image processing program by Bob Bush loads and saves IFF images, changes them with several techniques. Executable program and documentation.

**Bankn** Complete home banking program, balance your checkbook!. Executable program and documentation.

## •AMICUS Disk 21•

**Target** Makes each mouse click sound like a gunshot. In C source code, executable program and documentation.

**Sand** Simple game of sand that follows the mouse pointer. Executable program and documentation.

**PropGadget** Harriet Maybeck Tolly's proportional gadget example. Source code and executable.

**EHB** Checks to see if you have extra-half-bright graphics. In C source code, executable program and documentation.

**Piano** Simple piano sound program.

**CelScripts** Makes cel animation scripts for Aegis Animator, in AmigaBASIC.

AMICUS Disk 21 also contains electronic catalogs for AMICUS disks 1 to 20 and Fish disks 1 to 80. They are viewed with the DiskCat program, included here.

## •AMICUS Disk 22•

**Cycles** Light cycle game. Executable program and documentation.

**Show\_PrintII** Views and prints IFF pictures, including larger than screen.

**PrtDrvGen2.3** Latest version of a printer driver generator.

**Animations** VideoScape animations of planes and boing ball.

**Garden** makes fractal gardenscapes.

**BASICSorts** Examples of binary search and insertion sort in AmigaBASIC.

## •AMICUS Disk 23•

An AMICUS disk completely dedicated to music on the Amiga. This disk contains two music players, songs, instruments, and players to bring the thrill of playing "Big Sound" on your Amiga.

**Instruments** A collection of 25 instruments for playing and creating music. The collection ranges from Cannon to Marimba.

**List INSTR** Program to list the instruments DMCS will not load as well as list the origins for any instrument.

**Music** A collection of 14 Classical pieces.





# AC & AMICUS Disks

**1812Overture** The 16 minute classical feature complete with Cannon!

## Three Amiga Music Players:

SMUSPlay  
MusicCraft2SMUS  
MusicStudio2SMUS

## •AMICUS Disk 24•

**Sectorama** A disk sector editor for any AmigaDOS file-structured device, recover files from a trashed hard disk. By David Joiner of MicroIllusions.

**Iconize** Reduces the size of IFF images, companion program, Recolor, remaps the palette colors of one picture to use the palette colors of another. Using these programs and a tool to convert IFF brushes to Workbench icons, make icons look like miniatures of the pictures.

**CodeDemo** Modula-2 program converts assembler object files to inline CODE statements. Comes with a screen scrolling example

**AmiBug** Workbench hack makes the same fly walk across the screen at random intervals. Otherwise, completely harmless.

**BNTools** Three examples of assembly language code from Bryce Nesbitt:

1. **SetLace**, prog to switch interlace on&off.
2. **Why**, replace AmigaDOS CLI Why
3. **LoadIt**, prog to load a file into memory until a reboot. (Only the most esoteric hackers will find LoadIt useful.)

**Monolace** CLI program resets Preferences to several colors of monochrome & interlace screens. C source is included, works with DisplayPref, a CLI program which displays the current Preferences settings.

**BoingMachine** A ray-traced animation of a perpetual motion Boing-making machine, includes the latest version of the Movie program, which has the ability to play sounds along with the animation. By Ken Offer.

**Daisy** Example of using the translator and narrator devices to make the Amiga talk. It is written in C.

**QuickFlx** Script-driven animation and slideshow program flips through IFF images.

**BMon** System monitor AmigaBASIC program; perform simple manipulations of memory.

**Moose** Random background program, a small window opens with a moose resembling Bullwinkle saying witty phrases user definable.

**DGCS** Deluxe Grocery Construction Set, simple Intuition-based prog for assembling and printing a grocery list.

**The Virus Check directory** holds several programs relating to the software virus that came to the US from pirates in Europe as detailed in Amazing Computing V2.12. Bill Koester's full explanation of the virus code is included. One program checks for the software virus on a Workbench disk; the second program checks for the virus in memory, which could infect other disks.

## •AMICUS Disk 25•

**Nemesis** Graphics demo pans through space towards the mythical dark twin of the sun with wonderful music and space graphics.

**The KickPlay directory** holds text that describes several patches to the Kickstart disk. For Amiga 1000 hackers who feel comfortable patching a disk in hexadecimal, KickPlay offers the chance to automatically do an ADDMEM for old expansion memory, as well as the ability to change the picture of the "Insert Workbench" hand. A program is also included for restoring the correct checksum of the Kickstart disk.

**KeyBird** BASIC prog edits keymaps, adjust the Workbench keymaps or create your own.

**8ColorWB** Modifies the Workbench so three bitplanes are used, icons can have eight colors, instead of four, eight-color icons are included. Public domain program "zapicon" or "brush2icon" converts eight-color IFF brushes to icons, to use Deluxe Paint to make icons for this new Workbench.

**BrushIcon** Converts brushes to icons (bizzarr docs).

**Egraph** Graphing prog reads [x,y] values from a file and displays them on the screen, similar to the same-named UNIX program.

**Keep 1.1** Message-managing program for telecommunications, lets you save messages from an online transcript to another file, understands the message format of the national networks and several types of bulletin board software. Moves through the transcript and save messages.

**Kill.fastdir** Speed up directory access, it creates a small file in each directory on a disk which contains the information about the files, will also remove all the "fastdir" files from each directory. By CLimate's authors.

**The LaceWB program** changes between interlace and non-interlace Workbench. Previously, you were forced to reboot after changing Preferences to an interlaced screen. This program flips between the normal and extended screen heights.

**PW\_Utility** A shareware utility for ProWrite users, changes margin settings and font types.

**Guru** A CLI program, prints out probable causes for Guru mediations; C source included.

**DiskWipe** Latest from Software Distillery, removes files from directories or disk drives, much faster than "delete."

**Snow** AmigaBASIC makes snowflake designs.

**Mlist** Mailing list database.

**Softballstats** Maintain softball statistics/ team records.

**Dodge** Short Modula-2 program moves the Workbench screen around after a period of time, prevents monitor burn-in.

## •AMICUS Disk 26•

Todor Fay's SoundScape module code from his Amazing Computing articles. The source to Echo, Chord, TX, and VU is included. The Lattice and Manx C source code is here, along with the executable modules.

**Claz2** Update of prog to convert IFF images to PostScript files for printing on laser printers.

**SDBackup** Hard disk backup prog with Lempel-Ziv compression to reduce the necessary number of disks.

**TCB** Prints information about tasks and processes in the system; assembler source is included.

**FunBut** Lets a function key act like a rapid series of left mouse button events.

**DC** A handy program for people who use an Amiga 1020 5 1/4 inch drive as an AmigaDOS floppy. A Workbench program that sends a DiskChange signal to the operating system: Instead of typing "diskchange df2:" over and over again, just click on the icon. C source included.

**System config** File makes screen 80 columns wide of text in the Scribble! word processor.

**Dick2RAM** 2 programs to move the Scribble! spelling dictionary to and from the RAM disk.

**Lexical** Analyzes a text file and gives the Gunning-Fog, Flesch, and Kincaid indices which measure readability.

**HexDump** Modula-2 program to display memory locations in hexadecimal.

**Tartan** AmigaBASIC; design Tartan plaids.

**DirMaster** Disk catalog program.

**BMP** plays 8SVX sampled sounds in the background while something else is happening in the Amiga, as your Amiga is booting, for example.

**ShowPt** CLI program changes your pointer to a given pointer.

AMICUS 26 also contains a collection of mouse pointers, & Workbench program to display them.





# Freely Distributable Software Index

Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#
'881 Math Part I	AC2	amigatricks	AM5	AutoPoint	FF86	boink	AM10	CheckModem	FF46	Cookie	FF65
'881 Math Part II	AC3	AmigaVenture	FF41	AutoRequester	AM14	BootBack	FF157	cheetah.	AM15	Copper	FF43
.BMAP files	AM8	AmigaWave	FF211	autorqstr.txt	AM4	BootBlocks	FF242	Chess	FF96	Copy	FF75
.Keymap_Test	FF19	AmiGazer	FF90	AuxHandler	FF79	BootIntro	FF188	Chess	FF205	Copy	FF13
1812Overture	AM23	Amoeba	FF120	Avi	FF162	BootIntro	FF244	Child	AM7	Cos	FF51
1D_Cells	AC5	AMon 1.1	AM19	AviTrees	FF103	BootIntro	FF245	Chop	AM3	Cosmic	FF178
25 Instruments	AM23	amortize	AM11	Az	FF228	bounce	FF13	CIATimer	FF178	Cosmo	FF40
3D Breakout	AM15	AmScsi	FF66	AZComm	FF171	Bounce	FF127	cinclue	AM12	Cosmoroids	AM15
3D-Arm	FF47	AMUC_Demo	FF117	BackDrop	FF216	Bouncer	FF67	circle	FF13	Coyote	FF207
3Dcube	AM8	AMXLISP	FF181	Backgammon	FF28	Bowl	FF209	CirPlane	FF101	cp	AM11
3DSolids	AM1	AmyLoad	FF111	BackGammon	FF120	box	FF13	claves	AM10	CPM	FF165
3dsolids	FF13	an alarm	AM10	Backup	FF98	BreakOut	FF50	Claz	FF87	Cpp	FF28
3dstars	FF33	Analog Joysticks	AC4	Backup	FF168&169	Breshahan	AM11	Claz2	AM26	cpri	AM11
60or80	FF157	AnalogJoystick	FF247	Ball	AM8	BrickOut	AM1	clean	AM12	CR2LF	AM3
68020	AM1	AnalytiCalc	FF104	balls	FF1	brickout	FF13	Cleanup	AM3	CrazyEight	AM3
6bitcolor	AM3	AnalytiCalc	FF144	Bally	FF181	Brik	FF233	Cled	FF74	Crc	FF133
8ColorWB	AM25	AnalytiCalc	FF176	Bally	FF205	Brownian	FF206	Cled	FF81	CrcLists	FF133
A-Render Version.3	FF99	Analyze Templates	AM11	BallyII	FF221	Browse	AM8	CLI-Colors	FF248	CrcLists	FF146
A68k	FF110	and a whistle.	AM10	BallyIII	FF232	Browser	FF18	CLICard	AM1	CrcLists	FF233
A68k	FF186	AnimalSounds	FF149	BambooTiger	FF72	Browser	FF34	ClickToFront	FF86	CrcLists	FF173
ABdemos	FF27	Animate	AM2	band	FF13	Browser	FF59	ClickUpFront	FF94	creaport.c	AM4
Access	FF98	Animations	AM22	banjo	AM10	Browser	FF134	CLIClock	AM14	creastdi.c	AM4
acoustic guitar	AM10	Animations	FF53	Bankn	AM20	Browser	FF180	CLICommands	AM1	creatask.c	AM4
Acp	FF36	AnimBalls	FF157	Bankn	FF120	Browser2	FF59	CLIcon	FF167	Cref	FF103
Ada	FF154	AnimPlayer	FF96	Bankn	FF163	Bru Alpha	FF48	CLimax	FF224	Cref	FF166
Add	FF73	ansi.txt	AM15	banner	FF4	Brunjes	FF239	ClipBoard	FF56	Cribbage	FF28
addbook	FF13	AnsiEcho	FF39	BasicBoing	FF43	Brush2C	AM9	CLIPrint	FF237	crif	AM14
ADDCR V1.00	FF168&169	ANSIED	FF221	BasicProgs	FF105	Brush2Icon	AM9	clist.bmap	AM8	CrossDOS	FF240
AddKickMem	FF105	AntiCBS	FF217	BASICSorts	AM22	Brushes	FF81	CLI_Utilities	FF162	Crunch	AM8
addmem	AM17	ar	AM2	BasicStrip	FF121	BrushIcon	AM25	Cload	AM8	Csh	FF36
addmem.c	AM4	arc	AM17	bass guitar	AM10	brushtoBOB	AM11	Clock	FF36	Csh	FF107
Address	FF32	arc	AM8	Batch Files	AC4	bsearch.asm	AM2	Clock	FF168&169	Csh	FF145
AddressBook	AM1	Arc	FF40	BattleForce	FF205	BSplines	FF75	Clock	FF15	Csh	FF199
AddressBook	AM8	Arc	FF70	Bawk	FF65	Bspread	AC1	Clock	FF59	Csh	FF223
ADL	FF91	Archx	FF26	Bawk	FF92	BTE	AM19	CloseMe	FF167	Csh	FF41
Adventure	FF82	ArcPrep	FF214	BBChampion	FF244	Btree	FF34	CloseWB	FF65	Csh	FF55
AdvSys	FF87	arcrc	AM17	Bbm	FF43	Btree2	FF34	Cload	FF216	Csh	FF85
AegisDrawDemo	FF29	AreaCode	FF40	BBS	FF30	Bugs	AM1	cls	AM11	Csh2.04	FF48
Afterm	FF170	Argoterm	AM3	BbsList	FF43	Bully	FF112	cls	AM11	Csh2.04M	FF48
Ahost	FF40	ArgoTerm	FF12	BeachBirds	FF112	C Itoh Prowriter	AM9	CLS	FF237	CSquared	FF38
AirFoil	FF71	Args	AC2	beep	FF14	C Notes	AC4	Clue	AM8	Ct	FF137
AirFoil	FF150	Arp	FF53	bells	AM10	C Notes 4.9	AC5	Clue	FF45	Ct	FF235
AlarmingClock	FF229	Arp	FF123	Berserk	FF100	C Notes:	AC4	Cmd	FF79	CTags	FF197
algebra	FF13	Arrange	AM3	Berserk	FF132	C Squared	AM14	Cmd	FF86	CType	FF237
Aliases	AM1	arrow3d	FF12	Bertrand	AM8	C-Functions	FF164	Cmd	FF95	Cubes	AM1
alib	AM2	ArticFox.pic	AM6	Better String Gadgets	AC4	C-kernit	FF26	CMP V1.00	FF168&169	cubes1	FF13
alib	FF2	As6502	FF92	Bezier	FF75	C-Light	FF146	envapldhm	AM12	Cucug	FF213
Alice	FF212	ASDG-rdd	FF58	bgrep	FF4	C64Emul	FF216	CodeDemo	AM24	CustReq	FF242
Alint	FF34	ASDG-rdd	FF241	BI	FF184	CacheCard	FF233	ColorArt	AM8	CutAndPaste	FF97
AList	FF108	ASendPacket	FF35	Bigmap	FF33	CAD	FF74	colorcircles	FF13	cutpaste	FF13
AllocMaster	FF221	Ash	FF18	BigView	FF58	CAI:	AC1	colorful	FF1	CWDemo	FF238
AltIcon	AM8	ASimplex	FF199	bison	FF250	Calc	FF103	Colour	FF126	Cycles	AM22
AmCat	FF67	ASimplex	FF250	Bison	AM15	Calc	FF210	Colourscope	AC5	Cycles	FF78
amgseq1	FF13	Ask	AM15	Bison	FF105	CalcKey	FF235	COMAL.h	AM19	Cycloids	FF49
AmiBas	FF71	AskTask	FF230	Bison	FF136	calendar	FF105	Comm	FF67	CygnusEdDemo	FF95
AmiBug	AM24	Asm	FF46	Bison	FF155	Calendar	FF136	Comm	FF32	D2D-Demo	FF82
AmicForm	FF157	Asm	FF50	Bison	FF70	Calendar	FF178	Comm	FF34	dadc	FF6
AmicForm	FF178	Asm68k	FF69	BlackBook	FF191	Calendar.WKS	AM18	Comm	FF71	Daisy	AM24
AmiCron	FF113	Asm68k	FF61	BlackBox	FF178	calliope	AM10	Comm V1.33	AM17	Dan Kary's C structure	AM14
AmiCron	FF139	Asm68k	FF66	BlackJack	FF19	Calis	FF160	Comm	AM1	Dance	FF126
AmicTerm	FF82	AsmExamples	FF155	Blanker2	FF146	Canon PJ-1080A	AM9	Commodities	FF87	Dark	FF162
Amiga Developer's IFF	FF16	AsmFilter	FF105	blink	AM12	canvas	FF13	Commodore IFF	FF185	dart	FF13
disk	FF16	AsmProgs	FF105	blink	FF34	Car	FF123	Compactor	AM20	DASM V2.11	FF168&169
Amiga Developer's IFF	FF64	asmsupp.i	AM5	blink	FF40	car horn	AM10	Compiler	FF53	DataPilot	FF121
disk	FF64	AsmToolBox	FF136	BlitLab	AM20	cardco	AM12	compress	FF6	DataToObj	FF172
Amiga Flight Simulator II	AM16	AsmTools	FF79	BlitLab	FF69	cardfi	FF13	Compress	FF51	date	FF13
SCENERY	AM16	ASpice	FF177	BlitLab	FF84	CardFile	AM1	ComputerBlocks	AM7	Dazzle	AM9
Amiga Kermit	AM17	AssemblyDemos	FF154	BlitLab	FF191	CardFile	FF90	CONFIG	FF168&169	Dazzle	FF15
Amiga Message Center	FF182	AssemTools	FF247	Blitz	FF60	CardMaker	FF184	Conman	FF81	Dbuf.gels	FF33
amiga-copy	FF13	Assign	FF52	BlitzFonts	FF60	Cards'O'Rama	FF186	Conman	FF90	dbug	FF2
amiga3d	FF12	AssignDev	FF79	Blk	FF152	Catoon	FF72	Conman	FF100	dbug	FF102
amiga3d	FF14	AssignDev	FF111	Blk	FF191	caseconvert	AM11	Conman	FF133	Dbug	FF232
AmigaBBS	AM12	Assigned	FF66	Blobs	FF15	Casino	AM3	Conman	FF165	Dbug	FF41
AmigaBench	FF236	Asteriods	FF122	Blobs2	FF156	Castle	FF174	Conman	FF69	DC	AM26
amigademio	FF1	AsteroidField	FF208	Blocks	FF4	Cathy	FF72	ConPackets	FF56	DC10	FF150
AmigaDisplay	FF18	At Your Request	AC3	Blocks2	FF156	CBBS	FF241	conquest	FF24	DCDemo	FF98
AmigaHost	AM17	ATerm	AM1	bm	FF4	cc	AM1	Conquest	FF5	DeciGEL	AM9
AmigaLine	FF138	ATem V7.2	AM17	BMAP files	AM13	cc	FF2	cons	FF69	Decoder	AM20
AmigaMonitor	AM15	ATOF	FF245	BMAP Reader	AM24	cc	FF43	console.bmap	AM8	decvnt	AM1
AmigaMonitor	FF40	ATPatch	FF61	BMP	AM26	CDecl	FF114	consoleIO.c	AM4	DeepSky	FF219
AmigaMonitor	FF70	AudioTools	FF84	BNTTools	AM24	CDecl	FF167	consoleIO.txt	AM4	Defdisk	AM18
AmiGantt	FF248	AutoPacc	FF81	BobEd	AM20	Cell Animation	AC5	ConsoleWindow	FF35	Degas.pic	AM6
AmigaSpell	AM8	AutoGraf	FF166	bobtest.c	AM5	CelScripts	AM21	Control	FF74	Degas2.pic	AM6
AmigaSpell	FF67	AutoIconOpen	FF73	bobtest.c	AM4	Charon	FF198	ConvertDoodle	AM11	Degas3.pic	AM6
AmigaTCP	FF225	AutoIconOpen	FF87	Boing!	AM9	Check	FF160	ConvertFD	AM13	Degas4.pic	AM6
amigaterr	FF1	Automat	AM3	BoingMachine	AM24	Check4Mem	FF242	ConvertKoala	AM11	dchex	FF10
AmigaToAtari	FF20	Automata	FF249	BoingThrows	FF134	CheckIFF	FF81	ConvertPrintShop	AM11	DeluxeDraw	AM8



# Freely Distributable Software Index

Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#
Demo	AM1	DosKwik	FF103	Expose	FF73	FullView	FF242	harp arpeggio	AM10	input.dev	FF5
DEMOLition	FF89	DOSKwik	FF129	Exp_Demo	FF117	FullWindow	AM18	Hash	FF20	inputdev.c	AM4
dex	FF14	DOSPlus1	FF32	extdisk	AM5	FunBut	AM26	hauntedM	FF13	inputdev.txt	AM4
Dfc	FF131	DOSPlus2	FF32	ezspeak	FF13	FuncKey	FF89	Hawk	FF206	Inputhandler	AM16
DFrame	FF221	DoTil	FF70	ezterm	FF13	FuncKey	FF106	HBHill	FF126	Insta Sound	AC3
Dg210	FF40	Dots-Perfect Printer	FF108	fasterfp	AM1	Function Evaluator	AC6	Hd	FF20	Install Drivers	AM9
DGCS	AM24	Dotty	FF188	FastGro	FF188	Funds	FF74	HdDriver	FF98	Install Two	FF87
dhrystone	FF1	doty.c	FF1	FastText	FF170	Furnish	FF175	HeadClean	FF239	InstallBeep	FF217
Dick2RAM	AM26	doty.c	AM4	Fd	FF75	gad	FF1	Heart3D	FF236	IntuiDOS	FF103
DietAid	FF36	Double Playfield	AC2	Fedup	FF230	Gadgets	AM2	Hed	FF164	Intuition demo	AM4
DietAid	FF179	Dozer	AM7	Fenster	FF245	Gadgets	AM19	HeliosMouse	FF94	intuition.bmap	AM8
Diff	FF75	dpdecode	AM14	ff	FF3	gameport	AM5	HeliosMouse	FF111	IPo2C	FF105
Diff	FF87	DPlot	FF237	FFP & IEEE:	AC1	Garden	AM22	Hello	AM3	Isam	FF203
Diff	FF107	Dps	FF209	FFT	FF239	Garfield	FF72	hello	FF1	ISpell	FF54
Diff	FF142	DPS	FF184	File	FF231	Garylcons	FF190	hello.c	AM4	Ist68010	AM9
Diff	FF231	DpSlide	AM3	FileBootBlock	FF191	Gauge	FF111	HexCalc	FF67	JAR	FF242
Diff	AM11	DPSlide	AM6	FileIISG-Demo	FF86	gbox	FF13	HexDump	AM26	Jask	FF177
Diff	FF138	Draco	FF201	FileIt	FF230	GDiskDrive	AM8	Hidden	AM1	JayMinerSlides	FF19
DiffDir	FF188	Draco SYS I	FF76	FileNames	AM1	Gels In MultiForth		hidden	FF13	JazzBench	FF228
DisSed	FF51	Draco SYS II	FF77	FileReq	FF85	Part I & II	AC1	Hide	FF85	JeansIcons	FF137
Digitized Sound	AC3	dragon	FF13	FileReq	FF204	Gels in Multi-Forth-		High Octane	AC5	Jed	FF180
dimensions	FF14	draw	FF13	FileReq	FF242	Part III	AC5	hibert	AM11	JGoodies #1	FF239
Dio	FF73	DrawMap	FF229	FileRequester	FF35	geltools.c	AM4	horse whinny	AM10	Jimmy	FF72
DirMaster	AM26	DRES V1	FF168&169	FILES V1.2	FF168&169	Gemini Star-10	AM9	Horse&Buggy	AM7	Jive	FF46
DirMaster	FF89	Driver	FF39	FileSelect	FF173	Gen	AM16	Horses.pic	AM6	Jobs	FF70
DirMaster	FF108	DropCloth	FF59	filezap	FF10	GeoTime	FF180	Household	AM19	join	FF13
DirMaster	FF130	DropCloth	FF128	filezap	FF14	GetDisks	FF56	Hp	FF130	Journal	FF95
dirutil	AM11	DropCloth	FF201	FileZap3	AM16	GetFile	FF41	Hp-10c	FF38	joystick	FF5
DirUtil	FF35	DropShadow	FF59	FillDisk	FF61	Getsprite	FF161	HP-10C	AM18	joystik.c	AM4
DirUtil	FF40	DropShadow	FF74	fillbuster	FF13	GetVolume	FF56	HP11	FF153	JPad	AM1
DirUtil	FF49	DropShadow	FF87	Find	FF134	GfxMem	AM1	HPMam	FF153	Jpad	FF13
DirUtil2	FF35	DropShadow	FF112	Find	FF197	gfxmem	FF1	HR136	FF182	JPClock	FF204
Dis	FF128	DropShadow2	AM18	FINDIT V1.00	FF168&169	gfxmem	FF14	HuePalette	AM9	JPClock	FF242
Dis	FF160	DSM	FF167	FineArt	FF30	gfxmem.c	AM4	HunkPad	FF84	Jsh	FF38
Dis	FF240	DTerm	FF73	FirstSiliCon	FF50	gi	FF14	HunkPad	FF92	JTime	FF65
Dis6502	FF170	Du	FF48	Fish	FF15	Glat's Gadgets	AC6	HyperBase	FF131	juggler	AM16
Disassem	AM3	dualplay.c	AM4	FiveInLine	FF163	Glib	FF228	HyperBase	FF58	Juggler	FF47
Disassem	FF27	DualPlayField	FF41	Fix68010	FF241	GlobeDemo	FF151	HyperNet	FF176	Juggler	FF97
DiskCat	AM15	DuM2	FF75	FixDate	AM1	GnuGrep	FF204	Hypocycloids	FF27	JustBeeps	FF239
DiskCat	AM21	Durer	AM1	FixDisk	FF223	Go64	FF156	IBM2Amiga	AM1	Keep	FF149
diskfont.bmap	AM8	Dux5	FF67	FixFd	FF183	Gomf	FF95	Icon	FF81	Keep 1.1	AM25
diskfont.txt	AM4	DvorakKeymap	FF27	FixHunk	FF36	Gomoku	AM3	icon.bmap	AM8	kermi	FF4
DiskHandler	FF236	DWIP Daisy Wheel		FixHunk	FF197	gomoku	FF13	icon2C	FF56	Kermit	AM3
diskio.c	AM4	IFF Printer	FF160	FixHunk	AM17	gothic	FF3	IconAssembler	FF101	keybd.c	AM4
Diskless Compiler	AC3	DX-Synth	FF82	FixHunk2	AM16	GPrint	FF180	IconExec	AM8	KeyBird	AM25
DiskLib	AM19	DX-VoiceSorter	FF149	fixobj	AM2	Grammars	FF156	IconExec	FF12	keyboard	FF5
DiskLib	FF154	dynamictriangle	FF13	FixObj	AM17	Graph	AM3	Iconify	FF126	KeyCodes	AM1
DiskMan	FF82	EAguy.pic	AM6	FixObj	FF38	graphics.bmap	AM8	IconImage	FF120	KeyFiler	FF157
DiskMapper	FF33	Echo	FF36	fixobj	FF10	GraphIt	FF97	Iconize	AM24	KeyLock	FF81
Diskperf	FF48	Echo	FF217	FixWB	FF59	Gravity	FF250	Iconizer	FF150	KeyMapEd	FF193
Diskperf	FF187	echox	AM1	FKey	AM15	gravity	AM13	Iconmaker	AM15	KickBench	FF36
DiskSalv	FF20	ECPM	FF157	FlamKey	FF105	GravityWars	FF70	Iconmerger	FF182	kickdrum	AM10
DiskSalv	FF164	Ed	FF84	Flex	FF156	GravityWars	FF84	IconMk	FF71	KickFont	FF179
DiskSalv	FF177	EdCommands	AM1	FlightSim	AM9	GravityWars	FF105	Icons	FF44	KickMem	FF224
DiskSalv	FF212	Edimap	FF182	Flip	FF66	GravSim	FF223	Icons	FF67	KickPlay directory	AM25
disksalvage	AM8	EdLib	FF218	Flipper	FF248	Grep	AM1	Icons	FF71	Kill	FF79
DiskWipe	AM25	EFJ		flood.c	AM4	grip	FF4	Icons	FF82	Kill.fastdir	AM25
DiskX	FF71	Escape from Jovi	FF148	Flow2Troff	FF162	grids	AM11	Icons	FF124	Killer	FF115
DiskX	FF158	Egad	FF46	flute	AM10	Grids	AM15	Icons	FF151	KingTut	AM6
DiskZap	FF50	Egraph	AM25	fm	AM15	Guardian	FF154	Icons	FF213	Klock	AM9
Display	FF39	EGraph	FF58	Fm	FF36	Guru	AM25	IconType	FF69	KwikBackup	FF234
display IFF	AM13	EgyptianRun	FF120	FMC	FF244	Guru	FF72	ID-Handler	FF87	KwikCopy	AM8
Dissolve	AM15	EBH	AM21	Fme	FF148	Guru	FF239	IFF	FF10	L	FF105
Dissolve	FF73	electric guitar	AM10	FncnKeys	AM9	GuruMed	AM8	IFF	FF43	Label	FF96
Dk	FF66	Elements	FF175	FontEditor	FF30	GurusGuide	FF203	IFF pictures	AM16	LabelPrint	FF210
Dk	FF69	Elless	FF75	Fonts	FF81	H2J	FF239	IFF specs	AM5	LabelPrint	FF238
DK	AM18	ElGato	FF125	Foogol	FF66	Hack	FF7	Iff2Pcs	FF123	LabelPrint	FF246
DM-Maps	FF240	Elib	FF87	Foreach	FF138	Hack	FF8	Iff2Pcs	FF136	Labels	FF111
Dmake	FF179	Eliza	AM8	Form	AM15	Hack	FF25	Iff2Ps	FF94	LabyrinthII	FF162
Dmake	FF246	Eliza	FF13	Fpic	FF71	Hack	FF62	Iff2Sun	FF174	Labyrinth_II	AC5
Dme	FF74	Emacs	AM2	FPic	AM20	HackBench	FF96	Iff2Sun	FF223	LaceWB	AM25
Dme	FF87	EmacsKey	AM19	FracGen	FF142	HackerSln	AM9	Iffar	FF162	Larn	FF63
Dme	FF93	Empire	FF118	FracGen	FF188	HackLite	FF187	IFFBrush2BOB	AM14	Lat3.03bugs	AM8
Dme	FF113	Emporos	FF229	fractal	FF13	HagenDemos	FF112	IffDump	FF38	lattp	FF1
Dme	FF134	enemy walkers	AM15	Fractal	FF52	haiku	FF13	IffLib	FF173	LatticeMain	AM8
DME	FF168&169	Enough	FF29	Fractals	AM15	HAL9000	AM1	IFFM2	FF221	LatticeXref	FF41
Dme	FF59	Entertainer	AM1	Fractals Part I	AC2	hal9000m	FF13	IFFtoSUN	FF223	Launch	FF179
Dme	FF153	EOMS	FF78	Fractals Part II	AC4	HalfBright	AM1	ILBM2C	FF173	Lav	FF54
DmeMacros	FF146	Epson	AM9	Fractals: Part III	AC6	halfbrite	FF1	ILBMLib	FF237	layers	FF5
DMouse	FF105	Epson LQ-800	AM9	FragIt	FF243	halley	FF13	Image-Ed	FF204	layers.bmap	AM8
DMouse	FF145	epsonset	AM12	FraGs	FF69	HAM Disk	FF17	Image-Ed	FF211	layertes.c	AM4
DMouse	FF160	Error	AM3	Free	FF66	HAMCu	FF204	Image-Ed	FF242	LBM2Image	FF190
DMouse	FF168&169	Esperanto	FF211	Free	FF159	HAMmmm	FF118	image.ed	AM4	ld	FF10
DMouse	FF238	esuom	FF229	freedraw	AM1	HAMmmm2	FF239	ImageLab	FF243	ld4	FF12
DNet	FF145	Eval	FF192	freedraw	FF1	HamPics	FF196	images	FF12	LedClock	FF128
DNet	FF220	Evo	FF130	freemap	FF5	HAMpoly	FF52	ImageTools	FF85	LeftyMouse	FF229
Dodge	AM25	Evolution	FF239	freemap.c	AM4	Handler	FF38	IMandelVroom	FF90	Legends	FF72
dogstar	FF13	Examples	FF203	Friends	FF161	HandShake	FF60	ImLate	FF72	Lemacs	FF22
DogsWorld	FF212	Excpction	FF179	FScape	AM1	Handshake	FF172	Improving Graphics	AC5	Lens	FF70
DOSDev	FF113	exec.bmap	AM8	fscave	FF13	Handylcons	FF148	IncRev	FF161	Less	FF34
DOSHelper	AM14	ExecDis	FF188	FTOHEX	FF168&169	Hanoi	FF79	Info	FF74	Less	FF74
DOSHelper	FF40	ExecLib	FF150	fullfunc.txt	AM4	HardCopy	FF75	Ing	FF54	Less	FF149



# Freely Distributable Software Index

Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#
Lex	FF36	mathtrans.bmap	AM8	Mounted	FF79	Okidata ML-92	AM9	Plot	FF121	Quick	AM12
Lexical	AM26	Maze	FF171	mouse	FF75	OkidataDump	FF15	Plot	FF175	QuickCopy	FF35
LGZ	FF161	Maze	FF218	mouse	FF13	OldMan	AM7	Plot6	FF85	quickEA	AM12
LibDir	AM8	Maze	FF248	mouse pointers	AM26	On Your Alert	AC4	PlotView	FF165	QuickFlix	AM24
Library	FF72	MC68010	FF18	MouseBounce	FF204	onc.window	FF5	Piplot	FF222	QuickFlix	FF106
Library	FF134	mCAD	FF56	MouseClock	FF69	OnlyAmiga	FF126	PlusCR	FF237	RainBench	FF90
LIBREF	FF168&169	mCAD	FF59	MouseOff	FF73	OOPS!	FF156	pm	AM11	RainBow	FF58
LIBS V1.00	FF168&169	meadows3D	AM11	MouseOff	FF75	Optical	AM1	pointerEd	AM11	RAMCopy	FF165
License	AM4	Med	FF60	MouseReader	FF97	optimize	AM11	PolarView	AM6	RAMdisks	AM1
Life	AM9	Melt	FF66	mousetrack	AM11	organ minor chord	AM10	Police	AM1	RAMSpeed	FF31
Life	FF31	MEmacs	AM9	MouseUtil	FF184	Othello	FF13	Poly	FF52	Random	FF20
Life	FF131	MemBoardTest	FF158	mousport.c	AM4	Othello	AM1	Polydraw	FF15	Random	FF74
Life-3D	FF70	MemClear	FF58	MovePointer	FF87	Othello	FF28	Polyfractals	FF15	random-circles	FF13
Life3d	AM18	MemDiag	FF214	MoveWindow	FF87	Othello	FF90	Polygon	FF49	RatMaze	AM8
Light	AM15	MemFlick	FF206	MovieGuys.pic	AM6	Othello	AM8	PolyRoot	FF164	raw	AM1
Lighthouse	AM6	MemGauge	FF222	Movies	FF116	Overscan	FF133	popcli	AM12	RawIO	FF85
LineDrawer	FF96	MemLib	FF240	MRBackUp	FF128	ownlib.asm	AM4	PopCLI	FF35	RayTracePics	FF44
Lines	FF41	MemoPad	FF160	MRBackUp	FF129	ownlib.c,	AM4	PopCLI	FF40	RayTracer	FF66
LinesDemo	FF27	MemoPad	FF146	MRBackUp	FF170	Paccer	FF223	PopCLI	FF84	read IFF	AM13
List INSTR	AM23	Memory Squares	AC5	MRPrint	FF167	Pack	FF20	PopCLI2	AM15	ReadmeMaster	FF163
ListScanner	FF139	MemoryClock	FF188	ms2smus	AM16	Pack-It	FF103	PopColours	FF43	Record-Replay	FF95
Lit	FF73	MemTrace	FF163	MSDOS	FF158	PacMan87	FF192	PopDir	FF204	Record-Replay	FF105
Little Smalltalk	FF37	MemView	FF33	MTV	AM6	PagePrint	FF40	PopInfo	FF172	Regexp	FF248
Lmv:Long Movie	FF73	MemWatch	FF48	MuchMore	FF234	PageSetter	AM18	PopInfo	FF204	Regexp	FF179
load FutureSound	AM13	MemWatch	FF87	mult	FF6	Paint	FF128	PopInfo	FF223	regintes.c	AM4
load IFF	AM13	Menu	AM1	Multi-Forth	AC6	PaintBox	AM1	PopInfo	FF242	region	FF5
LoadIt	AM24	menu	FF13	MultiCalc	FF166	PaintCan.pic	AM6	PopLife	FF111	REMCR V1.00	FF168&169
LockMon	FF19	MenuBuilder	FF65	Multidef	FF49	PaintJet	FF129	PopUpMenu	FF96	RemLib	FF139
Logo	FF70	menudemo	AM5	Multidim	FF18	palette	FF1	Porsche	AM6	RemLib	FF178
Logo	AM18	MenuEd	AC1	MultiSort	AC2	Palette	FF55	portar	FF2	RemoteLogin	FF247
LollypopLady	AM7	MenuEd	AM12	MultiTasking	FF20	PaletteReq	FF242	PortHandler	FF20	RepString	FF180
LowMem	FF85	MenuEditor	FF30	MunchingSq	FF87	PalTest	FF87	potgo.bmap	AM8	Requester	AM9
loz	FF13	Menus	AM2	Muncho	FF137	Panasonic KX-P10xx	AM9	PowerWindows	FF71	Requester	FF34
LPatch	FF61	MergeMem	FF56	Music	AM23	Parl	FF82	PPrefs	FF242	requesters	FF1
LPE	FF243	MergeMem	FF95	MusicCraft2SMUS	AM23	parallel	AM5	Pr	FF34	reSourceDemo	FF192
Is	FF10	MFF-Demo	FF89	MusicStudio2SMUS	AM23	parallel	FF5	Pr	FF123	reSourceDemo	FF232
Is	FF178	MFF-Update	FF103	Mv	FF219	Paranoids	FF250	pr	AM15	Reversi	FF38
Is	FF236	Mfix	FF172	MVP-FORTH	FF9	paratest.c	AM4	Prep	FF65	Reversi	FF245
M2Amiga	FF113	MForgeRev	AM8	MWB	FF65	ParOut	FF73	prinintr.c	AM4	RexxArpLib	FF227
M2Error	FF79	Mglb	FF131	MxExample	FF31	ParOut	FF237	Print	FF184	RexxArpLib	FF178
M4	FF160	microemac	FF2	MxGads	FF52	Parse	FF92	print.support	FF5	RexxMathLib	FF227
MacFont	FF138	microemac	FF6	My.lib	FF46	Parsnag	FF165	Print1.2	FF174	rgb	FF13
Mach	FF130	MicroEmacs	FF93	MyCLI	AM9	ParTask	FF79	printer	AM4	rgbtst	FF13
MachII	FF163	MicroEMACS	FF119	myCLI	FF4	PascalToC	FF65	printer	FF5	Rhodes piano	AM10
Machine	FF109	MicroEMACS	FF195	mydevi.asm	AM5	Password	FF243	Printer driver	AM5	Rim	FF143
Mackie	FF131	MicroEmacs	FF23	mydevi.asm	AM5	Paste	FF136	PrinterStealer	FF95	Ripples	FF127
Mackie	FF161	MicroEmacs	FF61	mylib.asm	AM5	patch	FF13	PrinterTip	AM9	RistiNolla	FF106
Mackie	FF187	MicroGNUEmacs	FF147	mylib.i	AM5	Patch	FF129	PrintText	FF90	Robert	AM7
Mackie	FF189	MicroGNUEmacs	FF42	MyMenu	FF225	PatEdit	FF130	Printit	FF234	Robot	AM12
macros.i	AM5	MicroGNUEmacs	FF68	MyUpdate	FF49	Path	FF177	PrintPop	FF108	Robot	AM7
MacView	FF32	MicroSPELL	FF101	Nag	FF161	PathMaster	FF245	PrintSpool	FF154	Robotroff	FF59
MacView	FF35	MIDI	AM13	Names	FF123	PCBTool	FF158	PrintSpooler	AM8	Rocket	FF82
madlib	AM11	MIDI	FF101	Nart	FF66	Pcopy	FF151	PrivHndlr	FF230	Rocket	FF85
mailtalk	AM11	MIDI Out:	AC3	NComm	FF230	Pcopy	FF243	Proc	FF236	roff	FF3
Make	AM2	MidiLib	FF227	NComm	FF246	PcPatch	FF163	ProCalc	FF139	ROMWack	AM1
make	FF2	MIDIsoft	FF199	Ndir	FF92	PcPatch	FF218	ProCalc	FF172	ROR	AM8
Make	FF45	MIDITools	FF159	NEC 8025A	AM9	PCQ	FF183	proctest	FF5	ror	FF13
Make	FF69	MidiTools	FF54	Nemesis	AM25	PcView	FF164	proff	FF9	Rord	FF13
make2	FF2	MigaSol	AM15	Nemesis	FF127	Pdc	FF110	ProffMacros	FF46	ROT	AM18
Makemake	FF74	MileStone	FF28	NetHack	FF189	PDScreen Dump	AM8	Profiler	FF48	Rot	FF71
MallocTest	FF66	mindwalker	AM12	NetHack	FF190	pdterm	FF14	PropGadget	AM21	RPS	FF250
Man	FF241	minipaint	FF13	NetHandler	FF248	pearlFont	FF61	PropSuite	FF107	RSLClock	FF67
Mandala	FF67	MmRexx	FF188	NetWork	FF234	Pemacs	FF22	prtbase.h	AM4	RtCubes	FF67
Mandel	AM1	MirrorWars	FF235	NeuralNet	FF239	pena	FF13	RTDriver	FF128	RUBIC	FF29
mandel	FF4	Mischief	FF222	NeuralNets	FF160	PenPalFont	FF73	PrtDrivers	FF164	RunBack	FF65
mandel	FF13	Missile	AM16	NewDemos	FF90	people talking	AM10	PrtDrvGen	FF60	RunBack	FF152
Mandel	FF111	Missile	FF50	NewFonts	FF34	PeopleCable	AM7	PrtDrvGen	FF90	RunBack	FF214
Mandel	FF218	Mklib	FF183	NewFonts	FF71	Perc-et-Files	FF105	PrtDrvGen2.3	AM22	RunBack	FF240
mandelbrot	FF5	Mlist	AM25	NewIFF	FF44	PerfectSound	FF50	PrtSpool	FF216	RunBackGround	FF73
Mandelbrot	FF239	ModemPins	AM1	NewPackets	FF65	Perl	FF161	ps	AM11	Sabotage	AM3
Mandelbrot	FF31	Modula-2	AM11	Newscaster.pic	AM6	PersMait	FF67	Ps	FF26	sabotage	FF13
Mandelbrot Set Explorer	FF21	Modula-2	FF24	NewStartups	FF55	PetCLI	FF71	PsIntrp	FF101	SafeBoot	FF175
MandelBrot	FF22	ModulaTools	FF138	NewStat	FF38	PetersQuest	FF224	Psound	AM15	SafeMalloc	FF27
MandelBrot	FF20	ModulaTools	FF94	Newton	FF164	PETrans	AM14	PtAnim	FF170	salestalk	FF13
MandelVroom	FF78	moire	AM1	NewZAP	FF58	PeX	FF206	Purty	FF66	Sam	FF182
MandelVroom	FF215	moire	FF9	NewZAP	FF164	Piano	AM21	PushOver	FF123	samplefont	FF5
MandelVroom-Source	FF214	Money	AM15	NGC	FF238	PickPacket	FF227	Puzzle	FF32	Sand	AM21
mandelbrot	FF13	Monolace	AM24	NoClick	FF246	pictures	FF11	PuzzlePro	FF123	Saturn	AM6
mandrill	AM6	Monopoly	FF15	NoClick	FF241	Pictures	FF45	PWDemo	FF71	Saucer	AM1
MarbleMadness.pic	AM6	MonProc	FF79	NoClick2	FF231	PigLatin	FF18	PW_Utility	AM25	SaveILBM	AM7
Marge	FF177	Moore	AM24	NoIconPos	FF113	pigs	AM10	Pyro	FF199	SaveILBM	AM8
Marilyn	FF72	More Requestors	AC6	NotSmoking	FF155	Pilot	FF150	Pyth	FF238	SaveILBM	AM13
marimba	AM10	MoreArt	FF106	NotBoingAgain	FF200	PinballConstSet.pic	AM6	Pz15	FF191	saxophone	AM10
Marketroid	FF115	MoreColors	AM1	NoVirus	FF180	pinwheel	FF13	QBase	FF98	Sb	FF69
Manian	AM6	MoreIsBetter	FF224	Nro	FF79	pipe organ	AM10	QMan	FF130	SBProlog V2	FF140
Match-stuff	FF102	MoreRows	FF54	Nro	FF197	PipeDevice	FF55	QMouse	FF49	SBProlog V2	FF141
mathffp.bmap	AM8	Moria	FF194	Nro	FF210	PipeHandler	FF84	qsort.asm	AM2	Sc	FF87
mathieedoubas.bmap	AM8	Morri	FF72	Null	FF188	Play FutureSound	AM13	Qt2	FF186	Scales	AM3
mathieesingbas.bmap	AM8	Most	AC5	objfix	AM1	play IFF	AM13	Quattro	FF230	scales	FF6
		mostriper	FF13	Oing	FF33	Plot	FF49	QueryAny	FF79	Scanner	FF218
		Mount Mandelbrot	AM12	Oing,	AM14	Plot	FF231	queryWB	AM14	Scat	AM18
								quick	AM1	Scat	FF81



# Freely Distributable Software Index

Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#	Program	Disk#
SCAT V1.00	FF168&169	Shuttle	AM1	Sphere	AM1	TaskControl	FF159	Uedit	FF189	WarpText	FF87
Scenery	FF155	Shuttle	AM8	sphere	FF13	TaskX	FF158	Ueturbo	FF60	WarpText	FF96
Scheme	FF149	shuttle	FF13	Spiff	FF172	TCB	AM26	undelete	AM12	WarpUtil	FF243
ScienceDemos	FF27	ShuttlePatch	AM6	spin3	AM12	TDebug	FF74	UnHunk	FF26	WArranger	FF139
SciSubr	FF142	sign	FF14	Spin3	FF32	Teacher	FF204	UnIfdef	FF35	water drip	AM10
ScnSizer	FF79	SignFont	FF211	Spiral	AM1	Tek	FF108	Units	FF74	WaveBench	FF112
ScottDevice	FF84	SiliCon	FF102	spiral	FF13	Tek4010	FF52	UNIXArc	FF50	Waveform	AM19
Scrambler	FF148	Sim	FF229	Splines	FF97	Tek4695	FF87	UnixUtil	FF179	WBColors	FF121
ScreenDump	AM8	SimCPM	FF109	Spool	FF69	Tek4695	FF96	UnknownGirl	FF162	WBDepth	FF175
ScreenDump	FF33	SimCPM	FF186	SpreadSheet	FF53	TenSpeed	AM6	unsqueeze	FF10	WBDualPF	FF87
ScreenSave	FF55	SimGen	FF243	SpriteClock	FF43	termcap	FF14	Update	FF45	WBdump	FF58
ScreenShare	FF246	SimpleReq	AM11	SpriteEd	FF40	terminal	FF13	Uranus	AM6	WBLander	FF100
ScreenShift	FF89	singlePlayfield	FF5	SpriteMaker	FF35	Terminator	AC5	usq	AM2	WBLander	FF114
ScreenX	FF158	singleplay.c	AM4	SpriteMasterII	AM20	TermPlus	FF33	Utilities	FF154	WBPr	FF234
ScreenZap	FF157	Sit	FF137	Sproing	FF33	termtest	FF13	UUCP	FF152	WBRun	FF43
Scrimper	AM8	sitar	AM10	SPUDclock	FF165	Terrain	FF61	UUdecode	FF38	Wc	FF69
Scrimper	FF18	Size	AM19	sq	AM2	Terrain 3D	FF94	UUencode	FF53	Webster	AM7
ScrollDemo	AM9	SizeChecker	FF244	sq.usq	FF10	TES "The Electronic		UUencode	FF92	weird	AM11
ScrollPf	FF35	Sizzlers	AM15	Sq.Usq	FF51	Slave"	FF162	UUpc	FF109	WFrags	FF131
SCT	FF151	Sizzlers	FF50	Squeeze	FF10	Tetrix	FF173	Uw	FF79	Wharves	FF72
Sdb	FF33	Sizzlers	FF90	Stack	FF105	TeXDdemo	FF83	v1.1h.txt	AM5	Wheel	FF67
SDBackup	AM26	sketchpad	FF13	Stairs	FF121	TeXF	FF135	v1.1update	AM5	WheelChairSim	FF139
SDBackUp	FF128	skewb	FF9	Star Destroyer	AM12	text.demo	FF5	v11fd.txt	AM4	Wheels	AM1
Search Utility	AC6	skewB	AM3	star10	AM12	TextDisplay	FF188	v28v1.diff	AM4	wheels	FF13
Sectorama	AM24	Skinny C	AM19	StarChart	FF159	TextDisplay	FF244	VacBench	FF184	WhereIs	FF45
Sectorama	FF102	skysteserial	FF6	Starflight	AM6	Textra	FF239	ValSpeak	FF46	whereis.c	AM5
Sectorama	FF108	SlavicFonts	FF202	StarProbe	AM18	Texts	AM14	Vampire	FF72	WhichFont	AM1
Sed	FF128	Slicer	FF249	Stars	FF33	Thai	FF98	vc	AM14	WhichFont.c	AM4
Sed	FF231	slideshow	AM12	Stars	FF118	ThreeDee	AM1	Vc	FF36	Who	FF79
SendMorse	FF175	SlideShow	AM6	StarTerm	AM8	tictactoe	AM11	VCheck	FF126	Who	FF224
SendPacket	FF35	SlideShow	FF151	StarTerm	FF12	Tiles	FF241	VDraw	FF31	Wicon A "Window	
SendPackets	FF66	slot	AM11	StarTerm	FF30	Tilt	FF54	Vdraw	FF38	Iconifier"	FF154
serial	AM5	SmallC	FF141	StartUps	FF101	timedely.c	AM4	VDraw1.16	FF52	Wild	FF43
serial	FF5	SmallClock	AM8	StartupTip	AM9	timer	FF5	Vdraw1.19	FF52	Window	FF38
serisamp.c	AM4	SmallLib	FF92	Stat	AM15	Timer	FF90	vendors	AM12	WinSize	AM19
scriitest.c	AM4	SmartIcon	FF134	Stats	AM15	timer.bmap	AM8	Venus	AM6	WireDemo	FF118
Set	FF31	SmartIcon	FF214	StatueOfLiberty	AM7	timer.c	AM4	ves copy	AM14	WitchingHour	AM3
SetAlternate	AM8	Smith-Corona D300	AM9	StealMemBout	FF150	TimeRAM	FF96	VGad	AC1	wKeys	FF128
SetAlternate	FF12	Smus3.6a	FF167	steel drum	AM10	TimeSet	AM9	Viacom	FF84	Woman&Pencil	AM7
SetCPU	FF187	Smush	FF81	Steinschlag	FF221	TimeSet	FF71	Viacom	FF112	Wombat	FF50
SetCPU	FF223	SMUSPlay	AM23	Steinschlag	FF238	timstuf.c	AM4	vibrophone	AM10	World	FF184
SetFont	FF41	SmusPlayers	FF58	STEmulator	FF43	TinyProlog	FF145	Vidtex	AM11	WorldMap	AM6
SetFont	FF75	Snake	FF89	StereoDemo	FF206	TitlePage	FF174	view	AM14	WorldMap	AM9
SetFont	FF182	SnapShot	FF66	Stevie	FF197	Todor Fay's	AM26	View	FF163	Worm	FF218
setjmp.asm	AM2	SnapShot	FF73	Stevie	FF166	tom	FF13	View	FF58	X-Spell	FF40
SetKey	AM18	snare drum	AM10	Stevie	FF166	Topography	AM1	Viewer	FF199	XBoot	FF161
SetKey	FF70	SnipDemo	FF199	String, Boolean	AM19	topography	FF13	ViewILBM	FF44	XColor	FF244
SetLace	AM24	SnipIt	FF217	StringLib	FF29	Touch	FF49	ViewILBM	FF72	XCopy	FF74
setlace	FF9	Snow	AM25	Strings	FF174	toybox	FF13	violin	AM10	Xebec	FF224
setlace	AM1	Softballstats	AM25	strip	FF6	ToyBox	AM1	Virus Check directory	AM24	Xenos	AM1
setlace.c	AM4	Sol	FF103	StripCR	FF237	trackdisk	FF1	VirusControl	FF211	xenos	FF13
SetMouse2	FF20	Solitaire	FF32	striper	FF13	trackdisk	FF5	VirusX	FF211	XfmrReview	AM9
SetPALorNTSC	FF162	Solve	AM19	StripLF	FF237	Tracker	FF35	VirusX	FF154	XHair	FF234
setparallel	FF6	SonixPeek	FF217	Subscripts	AM19	Tracker	FF181	VirusX	FF158	Xicon	FF31
setparallel.c	AM4	sortc	FF6	Sugar	FF72	Trails	FF32	VirusX	FF137	Xicon	FF102
SetPrefs	AM18	Sounddemos	FF167	SugarPlum	AM1	translator.bmap	AM8	VirusX	FF175	Xicon	FF157
SetPrefs	FF157	SoundExample	FF55	SunMouse	FF65	Tree	FF31	VirusX	FF216	xlisp	FF3
SetSerial.c	AM4	Sounds	AM1	SuperBitMap	FF28	Trees	FF49	Virus_Alert!	FF154	Xlisp	FF39
SetWindow	AM8	Sozobon-C	FF171	SuperLines	FF243	trees.o	AM2	VisaCard	AM6	Xlisp1.6	FF18
Sh	FF174	SpaceAceDemo	FF90	Supermort	FF59	trek73	FF10	VLabel	FF137	xmodem	FF13
shades	FF13	SpaceArt	AM1	superpad	FF13	TrekTrivia	FF180	Vlt	FF226	Xoper	FF171
ShangaiDemo	FF55	spaceart	FF13	Suplib	FF126	triangle	FF13	Vlt	FF202	Xoper	FF228
Shapes	AM1	sparks	AM1	SUPLIB	FF168&169	TriClops	FF35	Vlt	FF245	Xplor	FF73
shapes	FF13	sparks	FF9	suprshr	FF13	Triple	FF206	VMore	FF85	XprLib	FF240
Shar	FF92	Spawn	AM15	Surf	FF170	Tsize	FF35	Vnews	FF85	XprLib	FF247
Shar	FF28	Speaker	AM1	Surveyor	FF151	TSnip	FF179	VoiceFiler	FF38	XprZmodem	FF236
Shared Libraries	AC2	SpeakIt	AM1	SVprintf	AM2	TUC "The Ultimate		VPG	AM18	Xref	AM3
SharedLib	FF79	speakspeech	FF13	SVTools	FF107	Clock"	FF159	VRTest	FF161	xrf	FF2
SharpFont	FF105	speaktime	AM12	sweep.c	AM5	Tumblin' Tots	AC1	vsprite	AM12	YaBoing	FF36
shell	AM2	speech	FF1	switch	AM11	Tunnel	FF174	Vsprites	FF55	YaBoingII	FF136
shell	FF14	speech.demo	FF5	Sword	FF32	TunnelVision	FF36	VSprites	FF61	YachtC	AM2
SHELL	FF168&169	speecheasy	FF13	Synthmania	FF153	Turbo	FF170	VT-100 V2.6	AM17	yachte	FF10
Shm	FF97	SpeechTerm	FF20	Synthesizer	AM9	TurboBackup	FF139	Vt100	FF29	YachtC3	FF158
ShortCut	FF90	SpeechToy	AM1	System config	AM26	TurMite	FF249	Vt100	FF33	Yaiffr	FF87
Show	FF60	speechtoy	FF1	T.Rex	AM6	Tv*Text	AM18	Vt100	FF47	YoYo	AM8
showbig	AM12	speechtoy	FF5	Tab	FF145	Txd	FF20	Vt100	FF55	Zc	FF193
ShowHAM	AM7	speechtoy.c	AM4	TagBBS	FF66	Txd	FF31	Vt100	FF114	ZeroVirus	FF242
ShowHAM	FF32	Speed	AM1	talk	FF13	txed 1.3	AM12	Vt100	FF36	Zippy	FF175
ShowILBM	AC5	Speed	FF237	Tank	FF200	Txt	AM17	Vt100	FF41	Zoo	FF87
ShowILBM	AM7	SpeedDir	FF75	Target	AM21	Ty	FF246	Vt100	FF138	Zoo	FF108
ShowPrint	FF90	spell	FF13	Target	FF81	TypeAndTell	FF73	VTek V2.3.1	AM17	Zoo	FF164
ShowPrint	AM16	Spell	FF191	Tarot	FF124	Typing Tutor	AC6	Vttest	FF35	Zoo	FF136
ShowPr	AM26	Spelling	AM1	TarSplit	FF53	Uedit	FF60	WackCmds	AM1		
Show_Print[]	AM22	Spelling	AM8	Tartan	AM26	Uedit	FF121	wailing guitar	AM10		
Shuffle	FF229	Spew	FF69	Task	FF79	Uedit	FF173	Wanderer	FF216		

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### Volume 1 Number 2 March 1986

**Electronic Arts Comes Through**  
A review of software from EA  
**Inside CLI: part two** G. Musser  
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**A Summary of ED Commands**  
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A review of the Beta version of Live!  
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The first of the Amiga music columns  
**Sidescar A First Look** by John Foust  
A first "under the hood"  
**John Foust Talks with R. J. Mical at COMDEX™**  
**How does Sidescar affect the Transformer**  
an interview with Douglas Wyman of Simile  
**The Commodore Layoffs** by J. Foust  
A look Commodore "cuts"  
**Scrimper Part Two** by Perry Kivoliowitz  
**Marauder** reviewed by Rick Wirth  
**Building Tools** by Daniel Kary

### Volume 1 Number 6 1986

**Temple of Apshai Trilogy** reviewed by S. Pietrowicz  
**The Halley Project:** reviewed by S. Pietrowicz  
**Flow:** reviewed by Erv Bobo  
**Textcraft Plus a First Look** by Joe Lowery  
**How to start your own Amiga User Group**  
by William Simpson  
**Amiga User Groups**  
**Mailing List** by Kelly Kaufman  
A basic mail list program  
**Pointer Image Editor** by Stephen Pietrowicz  
**Scrimper: part three** by Perry Kivoliowitz  
**Fun With the Amiga Disk Controller** by Thom Sterling  
**Optimize Your AmigaBasic Programs for Speed**  
by Steve Pietrowicz

### Volume 1 Number 7 1986

**Aegis Draw: CAD comes to the Amiga**  
by Kelly Adams  
**Try 3D** by Jim Meadows  
An introduction to 3D graphics  
**Aegis Images/ Animator:** a review by Erv Bobo  
**Deluxe Video Construction Set**  
reviewed by Joe Lowery  
**Window requesters in Amiga Basic** by Steve Michel  
**ROT** by Colin French  
A 3D graphics editor  
**"I C What I Think"** Ron Peterson  
A few C graphic progs  
**Your Menu Sir!** by B Catley  
Program Amiga Basic menus  
**IFF Brush to AmigaBasic "BOB"**  
Basic editor by M Swinger  
**Linking C Programs with Assembler Routines...**  
by Gerald Hull

### Volume 1 Number 8 1986

**The University Amiga** By G. Gamble  
Amiga at Washington State  
**MicroEd** a look at a one man army for the Amiga  
**MicroEd, The Lewis and Clark Expedition**  
reviewed Frizelle  
**Scribble Version 2.0** a review  
**Computers in the Classroom** by Robert Frizelle  
**Two for Study** by Frizelle  
**Discovery & The Talking Coloring Book**  
**True Basic** reviewed by Brad Grier  
**Using your printer with the Amiga**  
**Marble Madness** reviewed by Stephen Pietrowicz  
**Using Fonts from AmigaBasic** by Tim Jones  
**Screen SaVer** by P. Kivoliowitz  
A monitor protection prog. in C  
**Lattice MAKE Utility** reviewed by Scott P. Evernden  
**A Tale of Three EMACS** by Steve Poling  
**.bmap File Reader in Amiga Basic** by T. Jones

### Volume 1 Number 9 1986

**Instant Music** Reviewed by Steve Pietrowicz  
**Mindwalker** Reviewed by Richard Knepper  
**The Alegria Memory Board** Reviewed by Rich Wirth  
**TxEd** Reviewed by Jan and Cliff Kent  
**Amazing Directory Guide** to the sources and resources  
**Amiga Developers**  
A listing of Suppliers and Developers  
**Public Domain Catalog** Amicus and Fred Fish PDS  
**Dos 2 Dos** review R. Knepper  
Transfer files from PC/MS-DOS  
**MaxiPlan** review by Richard Knepper  
The Amiga Spreadsheet  
**Gizmox** reviewed by Peter Wayne Amiga extra!  
**The Loan Information Program** by Brian Catley  
A Basic program for your financial options  
**Starting Your Own Amiga Related Business**  
by W. Simpson  
**Keep Track of Your Business Usage for Taxes**  
by J. Kummer  
**The Absoft Amiga Fortran Compiler**  
reviewed by R. A. Reale  
**Using Fonts from AmigaBasic, Part Two** by Tim Jones  
**68000 Macros on the Amiga** by G. Hull  
Advance your ability.  
**TDI Modula-2 Amiga Compiler** review by S. Faiwizew

### Volume 2 Number 1 1987

**What DigI-View Is... Or, What Genlock Should Be!**  
by J. Foust  
**AmigaBasic Default Colors** by Bryan Catley  
**AmigaBasic Titles** by Bryan Catley  
**A Public Domain Modula-2 System**  
reviewed by Warren Block  
**One Drive Compile** by Douglas Lovell Lattice C & 1 drive  
**A Megabyte Without Megabucks** by Chris Irving  
An Internal Megabyte upgrade  
**Digi-View** reviewed by Ed Jakober  
**Defender of the Crown** reviewed by Keith Conforti  
**Leader Board** reviewed by Chuck Raudonis  
**Roundhill Computer System's PANEL**  
reviewed by Ray Lance  
**Digi-Paint....by New Tek** previewed by John Foust  
**Deluxe Paint II** previewed by J. Foust

### Volume 2 Number 2 1987

**The Modem** by Joseph L. Rothman  
Efforts of a BBS Sysop  
**MacroModem** reviewed by Stephen R. Pietrowicz  
**GEMINI** or "It takes two to Tango" by Jim Meadows  
Gaming between machines  
**BBS-PCI** reviewed by Stephen R. Pietrowicz  
**The Trouble with Xmodem** by Joseph L. Rothman  
**The ACO Project....Graphic Teleconferencing**  
on the Amiga by S. R. Pietrowicz  
**Flight Simulator II....A Cross Country Tutorial**  
by John Rafferty  
**A Disk Librarian in AmigaBASIC** by John Kennan  
**Creating and Using Amiga Workbench Icons**  
by C. Hansel  
**AmigaDOS version 1.2** by Clifford Kent  
**The Amazing MIDI Interface** build your own  
by Richard Rae  
**AmigaDOS Operating System Calls and**  
**Disk File Management** by D. Haynie  
**Working with the Workbench**  
by Louis A. Mamakos Prog in C

### Volume 2 Number 3

**The Amiga 2000™** by J. Foust  
A first look at the new, high end Amiga™  
**The Amiga 500™** by John Foust  
A look at the new, low priced Amiga  
**An Analysis of the New Amiga PCs** by J. Foust  
Speculation on the New Amigas  
**Gemini Part II** by Jim Meadows  
The concluding article on two-player games  
**Subscripts and Superscripts in AmigaBASIC**  
by Ivan C. Smith  
**The Winter Consumer Electronics Show**  
by John Foust  
**AmigaTrix** by W. Block Amiga™ shortcuts  
**Intuition Gadgets** by Harriet Maybeck Tolly  
A journey through gadget-land, using C  
**Shanghai** reviewed by Keith M. Conforti  
**Chessmaster 2000 & Chessmate**  
reviewed by Edwin V. Apel, Jr.  
**Zing!** from Meridian Software  
reviewed by Ed Bercovit  
**Forth!** by Jon Bryan Get stereo  
Put sound into your Forth programs.  
**Assembly Language on the Amiga™** by Chris Martin  
**Roomers** by theBandito  
Genlocks are finally shipping, & MORE!!!  
**AmigaNotes** by R. Rae Hum Busters...  
"No stereo? Y not!..."  
**The AMICUS Network** by J. Foust  
CES, user group issues and Amiga Expo™

### Volume 2 Number 4 1987

**Amazing Interviews** Jim Sachs  
by S. Hull Amiga Artist  
**The Mouse That Got Restored**  
by Jerry Hull and Bob Rhode  
**Stuething Public Domain Disks with CLI**  
by John Foust  
**Highlights: the San Francisco Commodore Show**  
by S. Hull  
**Speaker Sessions:**  
**San Francisco Commodore Show** H Tolly  
**Household Inventory System in AmigaBASIC™**  
by B. Catley  
**Secrets of Screen Dumps** by Natkun Okun  
Using Function Keys with MicroEmacs  
by Greg Douglas  
**AmigaTrix II** by Warren Block More Amiga shortcuts  
**Basic Gadgets** by Brian Catley  
Create gadget functions  
**Gridiron** reviewed by K. Conforti  
Real football for the Amiga  
**Star Fleet I Version 2.1** reviewed by J. Tracy  
AmigaIn Space  
**The TIC** reviewed by J. Foust  
**Battery powered Clock Calendar**  
**Metascope** review by H. Tolly  
An easy-to-use debugger

### Volume 2 Number 5 1987

**The Perfect Sound Digitizer** review by R. Battle  
**The Future Sound Digitizer** review by W. Block  
**Forth!** by J. Bryancomparing JForth and Multi-Forth.  
**Basic Input** by B. Catley AmigaBASIC input routine for  
use in all your programs.  
**Writing a SoundScape Module** in C by T. Fay  
Programming with MIDI, Amiga and SoundScape  
by SoundScape author.  
**Programming in 68000 Assembly Language**  
by C. Martin Continuing with Counters &  
Addressing Modes.  
**Using FutureSound with AmigaBASIC**  
by J. Meadows AmigaBASIC Programming utility with  
real, digitized STEREO  
**AmigaNotes**  
Rich Rae reviews SoundScape Sound Sampler.  
**More AmigaNotes** by R. Rae  
A further look at Perfect Sound.  
**Waveform Workshop in AmigaBASIC** by J. Shields edit  
& save waveform for use in other  
AmigaBASIC programs.  
**The Mimetics Pro MIDI Studio** by Sullivan, Jeffery  
A review of Mimetics' music editor/player.  
**Intuition Gadgets Part II** by H. MaybeckTolly Boolean  
gadgets provide the user with an on/off user interface.

### Volume 2 Number 6 1987

**Forth!** by J. Bryan  
Access resources in the ROM kernel.  
**The Amazing Computing Hard Disk Review**  
by J. Foust & S. Leemon In-depth looks at the C Ltd.  
Hard Drive, Microbit's MAS-Drive20, Byte by Byte's  
PAL Jr., Supra's 4x4 Hard Drive and Xebec's 9720H  
Hard Drive. Also, a look at disk driver software currently  
under development.  
**Modula-2 AmigaDOS™ Utilities** by S. Faiwizewsk A  
Calls to AmigaDOS and the ROM kernel.  
**Amiga Expansion Peripheral** by J. Foust  
Explanation of Amiga expansion peripherals.  
**Amiga Technical Support** by J. Foust  
How and where to get Amiga tech support.  
**Goodbye Los Gatos** by J. Foust Closing Los Gatos.  
**The Amicus Network** by J. Foust  
West Coast Computer Faire.  
**Metacomco Shell and Toolkit** A review by J. Foust  
**The Magic Sac** by J. Foust Run Mac progs on Amiga.  
**What You Should Know Before Choosing an**  
**Amiga 1000 Expansion Device** by S. Grant  
**7 Assemblers for the Amiga** by G. Hull  
**Shakeup Replaces Top Management** at CBM by S.  
Hull  
**Peter J. Baczor** by S. Hull  
Manager at CBM gives an inside look  
**Logistix** A review by Richard Knepper  
**Organizer** by a review Richard Knepper database.  
**68000 Assembly Language Programming on the**  
**Amiga** by Chris Martin  
**Superbase Personal Relational Database**  
by Ray McCabe  
**AmigaNotes** by Rae, Richard A look at FutureSound  
**Commodore Shows the Amiga 2000 and 500** at the  
Boston Computer Society by H Maybeck Tolly

### Volume 2, Number 7 1987

**New Breed of Video Products** by John Foust...  
**Very Vivid!** by Tim Grantham...  
**Video and Your Amiga** by Oran Sands III  
**Amigas & Weather Forecasting** by Brenden Larson  
**A-Squared and the Live! Video Digitizer** by J. Foust.  
**Aegis Animator Scripts & Cel Animation** by J. Foust  
**Quality Video from a Quality Computer** by O. Sands III.  
**Is IFF Really a Standard?** by John Foust...  
**Amazing Stories and the Amiga™** by John Foust.  
**All about Printer Drivers** by Richard Bielak  
**Intuition Gadgets** by Harriet Maybeck Tolley.  
**Deluxe Video 1.2** by Bob Eller  
**Pro Video CG1** by Oran Sands III.  
**Digi-View 2.0 Digitizer/Software** by Jennifer M. Janik  
**Prism HAM Editor** from Impulse by Jennifer M. Janik  
**Volume 2, Number 7 1987 continued**  
**Easy! drawing tablet** by John Foust...  
**CSA's Turbo-Amiga Tower** by Alfred Abuto  
**68000 Assembly Language** by Chris Martin.



## Volume 2, Number 8 1987

This month *Amazing Computing™* focuses on entertainment packages for the Amiga. Amazing game reviews...

SDI, Earl Weaver Baseball, Portal, The Surgeon, Little Computer People, Sindbad, StarGlider, King's Quest I, II and III, Faery Tale Adventure, Ultima III, Facets of Adventure, Video Vegas and Bard's Tale.

Plus *Amazing* monthly columns... Amiga Notes, Roomers, Modula-2, 68000 Assembly Language and The Amicus Network.

Disk-2-Disk by Mathew Leeds  
The ColorFonts Standard by John Foust  
Skinny C Programs by Robert Riemersma, Jr.  
Hidden Messages In Your Amiga™ by John Foust  
The Consumer Electronics Show and Comdex. by J Foust

## Volume 2 Number 9 1987

Analyze 2.0 reviewed by Kim Schnaffier  
Impact Business Graphics review by Chuck Raudonis  
Microfiche Filer review by Harv Laser  
Pagesetter review by Rick Wirth  
Gizmox Productivity Set 2.0 review by Bob Eller  
Kickwork review by Harv Laser  
Diga Telecommunications Package review by Steve Hull  
Mouse Time and Timesaver review by John Foust  
Insider Memory Expansion review by James O'Keane  
Microbotics Starboard-2 review by S. Fawiszewski  
Leather Goddess of Phobos by Harriet Maybeck-Tolly  
Lattice C Compiler Version 3.10 reviewed by Gary Sarff

Manx 3.4a Update reviewed by John Foust  
AC-BASIC reviewed by Sheldon Leemon  
AC-BASIC Compiler  
an alternative comparison by B Catley  
Modula-2 Programming S Fawiszewski  
Raw Console Dev. Events  
Directory Listings Under AmigaDOS by Dave Haynie  
AmigaBASIC Patterns by Brian Catley  
Programming with Soundscape Todor Fay  
manipulate's samples  
Bill Volk, Vice-President Aegis Development,  
by Steve Hull  
Jim Goodnow, Developer of Manx 'C'  
interview by Harriet M Tolly  
Plus a great collection of monthly columns...

## Volume 2 Number 10 1987

Max Headroom and the Amiga by John Foust  
Taking the Perfect Screen Shot by Keith Conforti  
Amiga Artist: Brian Williams by John Foust  
Amiga Forum on Compuserve™... Software  
Publishing Conference Transcript by Richard Rae  
All About Online Conferencing by Richard Rae  
dBMAN reviewed by Clifford Kent  
Amiga Pascal reviewed by Michael McNeil  
AC-BASIC Compiler reviewed by Bryan Catley  
68000 Assembly Language by Chris Martin  
Amiga Programming:  
Amiga BASIC Structures by Steve Michel  
Quick and Dirty Bugs by Michael Swinger  
Directory Listings Under Amiga-DOS, Part II  
by Dave Haynie  
Fast File I/O with Modula-2 by Steve Fawiszewski  
Window I/O by Read Predmore  
Plus a great collection of monthly columns...

## Volume 2 Number 11 1987

Word Processors Rundown by Geoff Gamble  
ProWrite, Scribble!, and WordPerfect compared  
LPD Writer Review by Marion Deland  
VizaWrite Review by Harv Laser  
Aedit Review by Warren Block  
WordPerfect Preview by Harv Laser  
Jez San Interview by Ed Bercovitz  
—StarGlider author speaks!  
Do-it-yourself Improvements to the Amiga Genlock  
Digi-Paint Review by Harv Laser  
Sculpt 3D Review by Steve Pietrowicz  
Shadowgate Review by Linda Kaplan  
TeleGames Review by Michael T. Cabral  
Reason Review:  
an intense grammar examination application  
As I See It, by Eddie Churchill  
WordPerfect, Gizmoz V2.0 and Zing!  
AmigaNotes by R Rae 4 electronic music books  
Modula-2 Programming by S. Fawiszewski  
Devices, I/O, & serial port  
68000 Assembly Language by Chris Martin  
Display routines  
The AMICUS Network by John Foust  
—Desktop Publishing, Seybold  
C Animation Part II by Mike Swinger Animation Objects  
BASIC Text by Brian Catley Pixel perfect text  
positioning  
Soundscape Part III by Todor Fay VU Meter and more  
Fun with Amiga Numbers by Alan Barnett  
File Browser by Bryan Catley  
—Full Feature BASIC File Browsing  
Plus a great collection of monthly columns...

## Volume 2 Number 12 1987

The Ultimate Video Accessory by Larry White  
The Sony Connection by Stewart Cobb  
15-Puzzle in AmigaBASIC by Zoltan Szepesi  
Life, Part I: The Beginning by Gerald Hull  
The ultra-complex nine bit solution to the "Game of Life."  
Amiga Virus! by John Foust  
CLI Arguments In C by Paul Castonguay  
MIDI Interface Adapter by Barry Massoni  
Amiga 1000-style MIDI interfaces can fit A2000s or 500s  
Modula-2 by S. Fawiszewski Part 1:  
Command line calculator  
AmigaNotes by Rick Rae  
Audio changes made in the A500 & A2000.  
Animation for C Rookies: Part III by M. Swinger  
Double-buffering.  
The Big Picture by Warren Ring  
Assembly language programming  
Karate Kid Review by Stephen R. Pietrowicz  
GO! 64 review by John Foust, James O'Keane, and Rick Wirth 3 C-64 experts investigate a 64 emulator.  
A-Talk-Plus Review by Brendan Larson  
Calligrapher Review by John Foust  
Animator: Apprentice Review by John Foust  
Playing Dynamic Drums on the Amiga by David N. Blank  
WordPerfect Review by Steve Hull  
Insider/Kwikstart Review by Ernest P. Viveiros Sr.  
RAM & ROM expansion: Comments & installation tips.  
Forth! by Jon Bryan  
DumpRPort utility for your Multi-Forth toolbox.  
As I See It by Eddie Churchill  
Digi-Paint, Portal, & Videospace 3D.  
The Commodore Show and AmiExpo: New York!  
Plus a great collection of monthly columns...

## Volume 3 Number 1 1988

AmigaNotes by Richard Rae  
Amiga digital music generation.  
C Animation Part IV by Michael Swinger  
Forth by Jon Bryan  
Sorting out Amiga CHIP and FAST memory  
The Big Picture by Warren Ring  
Daring assembler language programming:  
CLI system calls and manipulating disk files.  
68000 ASSEMBLY Language Programming  
by Chris Martin "Create a multi-color screen without using Intuition routines!"  
Modula-2 Programming S. Fawiszewski New Mod-2!  
Amicus Network Special Report: Fall COMDEX  
The Ultimate Video Accessory: Part II by L. White  
Life: Part II by Gerald Hull The Amiga blitter.  
FormatMaster: Professional Disk Formatting Engine  
by C. Mann Put Patch language to work on the drudgery of disk formatting.  
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Full featured AmigaBASIC spreadsheet!  
AmigaForum Transcript ed. by Rick Rae  
Amiga's Dave Haynie.  
Halcaic Review by Chuck Raudonis  
An easy to use, spreadsheet.  
VIP Professional Review by S. Mitchell Manage  
Stock portfolio  
Money Mentor Review by S. Kemp Personal finance.  
Investor's Advantage Review by Richard Knepper  
plus "Poor Man's Guide to the Stock Market."  
Plus a great collection of monthly columns...

## Volume 3 Number 2 1988

Laser Light Shows with the Amiga by Patrick Murphy  
Lasers and the Amiga: A Dazzling Tandem  
The Ultimate Video Accessory: Part III by L. White  
Take the final step toward designing your own videos.  
Our First Desktop Video by L. White Step-by-step  
guide to organizing & presenting your Amiga video.  
Hooked on the Amiga with Fred Fish by Ed Bercovitz.  
Photo Quality Reproduction with the Amiga and Digi-View by Stephen Lebars  
Balancing your Checkbook  
with WordPerfect Macros by S. Hull  
Hand your checkbook worries over to the Amiga.  
More Basic Text by Bryan Catley Easier text on Amiga  
Life: Part III by Gerald Hull Sines winds up with famed  
nine-bit calculation & source to LIFER.  
Solutions to Linear Algebra through Matrix  
Computations by Robert Ellis  
Simply matrix algebra with basic operations & routines.  
Modula-2 Programming by Steve Fawiszewski  
Catching up with Calc-a source follow-up.  
68000 Assembler Language Programming  
by Chris Martin Graphics: Part II of Assemgram.  
Arakoz's Tomb interview by Kenneth E. Schaefer  
AIRT by S. Fawiszewski icon-based program lang.  
Forms in Flight by S. Pietrowicz  
Render & Animate 3D objects  
Silicon Dreams and the Jewel of Darkness  
by K. E. Schaefer  
Leisure suit Larry by Kenneth E. Schaefer  
Two New Entries From Microbotics by John Foust  
M501 Expansion & Starboard II Multi-Functionboard.  
Mindlight 7 and People Meter by John Foust  
Phantasia Ken E. Schaefer  
Amazing Phantasia Character Editor.  
Plus a great collection of monthly columns...

## Volume 3 Number 3 1988

Desktop Video, Part IV by Larry White  
Put all the pieces together-the desktop video.  
The Hidden Power of CLI Batch File Processing  
by J. Rothman  
Make your Amiga easier to use with CLI Batch files.  
A Conference with Eric Graham  
edited by John Foust.  
The mastermind behind Sculpt 3D and Animate 3D.  
Perry Kivolowitz interviewed by Ed Bercovitz Amiga  
insights from a major developer and personality.  
Jean "Moebius" Giraud Interviewed  
by Edward L. Fadigan  
Avant-garde art comes to the Amiga-in dazzling form.  
PAL Help by Perry Kivolowitz  
A1000 expansion reliability.  
Boolean Function Minimization by Steven M. Hart  
A useful digital design tool in AmigaBASIC.  
Amiga Serial Port and MIDI Compatibility for Your  
A2000! by L. Ritter and G. Rentz Add an A1000-style  
serial port to the A2000!  
Electric Network Solutions the Matrix Way  
by Robert Ellis  
Engineers! Practice routines for using matrix algebra.  
The A.M.U.G. BBS List compiled by Joe Rothman,  
Chet Solace, & Dorothy Dean 514 BBS phone numbers  
in the U.S. & Canada.  
FACC II reviewed by Graham Kinsey  
Speed your floppy drives.  
Uninvited reviewed by K.E. Schaefer  
Flow reviewed by Pamela Rothman brainstorming into  
mental art.  
Benchmark Modula-2 Compiler reviewed by Richie  
Bielak  
Modula-2 Programming by Steve Fawiszewski  
The gameport device and simple sprites in action.  
AmigaNotes by R. Rae  
A1000! Software-switchable output filter.  
Roomers by The Bandito  
AmiExpo, Kickstart 1.4, Commodore  
The Big Picture by Warren Ring--  
Unified Field Theory!!  
Plus a great collection of monthly columns...

## Volume 3 Number 4 1988

Highlights from AmiExpo, Los Angeles by Steve Hull  
Writing a SoundScape Patch Librarian T. Fay System  
Exclusive  
Upgrade Your A1000 to A500/2000 Audio Power—by  
H. Bassen  
Modifications to help your A1000 make sweet music, too!  
Amiga Audio Guide Listing of all Amiga audio products.  
Gels in Multi-Forth by John Bushakra  
Macrobotics by Patrick J. Horgan Ease the trauma of  
assembly language programming.  
Amiga Audio Sources  
The folks behind all those audio products.  
Take Five! by Steve Hull five Amiga games reviewed.  
Amiga Notes by Rick Rae  
A basic tour of Amiga audio.  
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Bug Bytes by John Steiner  
The Big Picture by Warren Ring  
Part II Unified Field Theory  
Roomers by The Bandito Hardware hijinx ... Toasted  
video ... the dream Amiga ... and more!  
In the Public Domain by C.W. Flatte  
Time Bandit review by Keith Conforti  
AudioMaster review by B. Larson  
Real-time digitizing samples.  
Music Mouse review by J. Henry Lowengard  
Making music without lifting a finger from the mouse.  
Amiga-Tax/Canadian Version review by E. Bercovitz  
Canadian tax planning, preparation, & analysis.  
SAM BASIC review by Bryan Catley A new BASIC  
which exploits even more unique Amiga features.

## Volume 3 Number 5 1988

Interactive Startup Sequence by Udo Pernisz  
The Command Line part 1 by Rich Falconburg  
AmigaTrix III by Warren Block  
—Tips and tidbits to ease Amiga life  
Amiga Product Guide: Hardware Edition  
Proletariat Programming by P. Quaid  
—Public domain compilers  
The Companion by P. Gosselin  
Amiga's Event Handling capability.  
MindLight 7 reviewed by David N. Blank  
VideoScope 3-D 2.0 reviewed by David Hopkins  
Extend reviewed by Bryan D. Catley  
—An AmigaBASIC extension  
AssemPro reviewed by Stephen Kemp  
Opening a door to assembly language programming.  
APL 68000 reviewed by Roger Nelson  
Book Reviews by Richard Grace  
—Three "C" programming texts.  
CBTREE reviewed by Michael Listman  
A tidy collection of functions to aid the C programmer.  
The Big Picture by Warren Ring  
The three-part Unified Field Theory winds up  
Modula-2 by Steve Fawiszewski Termination modules  
for Benchmark and TDI compilers.  
68000 Assembly Language by Chris Martin  
Peeling away the complication of display routines.  
Plus a great collection of monthly columns...

## Volume 3 Number 6 1988

Bear Time Reviewed by Steve Carter What makes this  
inexpensive A1000 battery-backed clock tick?  
Acquisition Reviewed by David N. Blank A look inside  
the latest release of a powerful relational database.  
Butcher 2.0 Reviewed by Gerald Hull  
A toy collection of diverse image processing utilities.  
Reassigning Workbench Disks by John Kennan  
Endless disk swapping comes to a merciful end.  
Product Guide: Software Tools Edition A listing of all  
the products you need to put your Amiga to work.  
An IFF Reader In Multi-Forth by Warren Block  
Create an easy to use IFF reader in Multi-Forth.  
Basic Directory Service Program by Bryan Catley  
Programming alternative to the GimmeZeroZero.  
C Notes from the C Group by Stephen Kemp  
A beginner's guide to the power of C programming.  
An Amiga Forum Conference with Jim Mackraz  
The Amiga market as seen by the "Steplather of  
Intuition."  
Son of Seven Assemblers Reviewed by Gerald Hull  
A comparative battle between seven native-code  
assemblers.  
The 1988 Commodore Amiga Developers Conference  
A look inside the conferences held in Washington, D.C.  
Amiga Working Groups  
by Perry Kivolowitz and Eric Lavitsky  
An outline of the innovative Amiga Working Groups.  
The Command Line by Rich Falconburg  
Exploring the multi-talented LIST command.  
Plus a great collection of monthly columns...

## Volume 3 Number 7 1988

Look, Up On The Screen, It's an Ami... It's a Pro... It's  
SuperGen reviewed by Larry White  
—Genlock companions  
An Interview with "Anim Man," Gary Bonham  
by B. Larson An animated conversation with the man  
behind the format.  
The Amiga at Spring COMDEX in Atlanta  
by Ed Bercovitz  
Amiga Product Guide: Video/Graphics Edition  
13 pages devoted to the Amiga's dazzling strong suit.  
The Developing Amiga by Steve Pietrowicz Developers'  
notes: PD vs. shareware vs. freely distributable etc.  
Roll Those Presses! by Barney Schwartz Welcome to  
the dandy, demanding world of desktop publishing!  
Linked Lists in C by W. E. Gammill  
Put dynamic memory to work!  
FrameGrabber Preview by Oran Sands Capturing an  
image can now be as fast as punching a single key!  
A First Look at Interchange reviewed by David Hopkins  
Bridge the gap between incompatible animation prog...  
Perfect Vision reviewed by Bryan Catley Capture,  
digitize and save pictures from any video source.  
ProWrite 2.0 Review reviewed by Pamela Rothman  
A graphic word processor specializing in efficient editing.  
Doug's Math Aquarium: The Art of Mathematics  
by R. Bielak  
Bear Products MegaRex II Expansion RAM  
by Steve Carte  
The Command Line by Rich Falconburg  
Amiga Notes by Rick Rae The Other Guys' Synthia: A  
digital synthesizer features won't stop.  
C Notes from the C Group by Stephen Kemp The  
unknown "C" of basic object and data types.  
Plus a great collection of monthly columns...

## Volume 3 Number 8 1988

The Command Line by Rich Falconburg  
The journey into the CLI continues.  
The Developing Amiga by Stephen R. Pietrowicz  
A gaggle of great programming tools.  
Modula-2 Programming by Steve Fawiszewski  
Libraries and the FFP and IEEE Math Routines.  
C Notes from the C Group by Stephen Kemp  
Arrays and pointers unmasked.  
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—The Black Knight lurks  
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Capone reviewed by Joyce and Robby Hicks  
—Light Guns blaze  
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—Vegas on Amiga  
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Ebonstar by Keith Conforti—black hole trekking.  
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Game Pizzaz by Jeffery Scott Hall  
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trackball into a peppy Amiga TrackMouse.  
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the Amiga to even more users!  
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reviewed by Stephen R. Pietrowicz  
RGB Video Creation's hosts a video unveiling!  
Amiga Product Guide: Games Edition  
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—assembly language program.  
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## Volume 3 Number 9 1988

**The Audio Tapes** by John Dandurand  
A Georgia elementary school puts desktop video to work.  
**Speeding Up Your System** by Tony Preston  
Floppy disk caching  
**Amiga Product Guide: Education Edition**  
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Authoring system in AmigaBASIC.  
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by John Bushakra Make the IFF converter from Part I easy to use-gadgets, menus, etc.  
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After taking the coasts by storm, the Amiga wows Chicago  
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**Shakespeare** by Barney Schwartz  
—Desktop publishing in full color.  
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—How IFF sound samples are stored?  
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—continuing tour of CLI.  
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Operators, expressions, and statements in C uncovered.  
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## Volume 3 Number 10 1988

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reviewed by David Duberman A paint package, poster-maker, and image processing program  
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**NEWCLI: A** painless way to create a new console window.  
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Usenet—24-Hour News  
**C Notes from the C Group** by Stephen Kemp—loops  
**Roomers** by The Bandito  
WP wars, ignominious interfaces, and more  
**PD Serendipity** by C.W. Flatie—Fred Fish passes 150.  
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## Volume 3 Number 11 1988

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Tutorial in document creation, plus enhancements.  
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Gaming hints, tips, high-score secrets.  
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C programming in an nutshell.  
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Speed up your progs.  
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Complexity of 3D for your video creations.  
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Keyclick by Mike M. Duppong Typewriter click keyboard.  
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**PD Serendipity** by C.W. Flatie Fred Fish disks 149-152.  
**Roomers** by The Bandito Golden RAM, 16-bit videogames, CD-I, another HAM skirmish, what's NeXT? Plus more!

## Volume 3 Number 12 1988

**Hot on the shelves** by M. T. Cabral  
Graphic adventure, control over Preferences, a Postscript print utility, sequence live action animation, a new deal for user groups and the figure construction set.  
**PD Serendipity** by C. W. Flatie  
Fred Fish 158-162  
**Bug Bytes** by John Steiner  
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AmiExpo, C.D. the latest from Commodore and more.  
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by Dan Huth  
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for viewing or drawing into large graphic areas.  
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**On the Crafting of Programs** by David J. Hankins  
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Questron II - It's a journey back in time  
**Pointers, Function Pointers, and Pointer Declarations in C**  
by Forest W. Arnold  
Reducing data type dependencies  
**Las Vegas Comdex Report** by Louise Brinkmann  
Commodore's new 2500, 2500 UX, and more!  
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Highlights of Philadelphia's Commodore Show  
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reviewed by Jeffery Scott Hall  
A look at Arkanoïd look-alikes  
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Bugs and upgrades  
**Death of a Process** by Mark Cashman  
Develop an error handling module in Modula-2  
**Plus a great collection of monthly columns...**

## Volume 4 Number 2 1989

**MovieSetter: The Next Generation** by Steve Gillmor  
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**SPY** by Steve Fawiszewski  
Programming intrigue in Modula-2  
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A common standard for C programming? Look ANSI.  
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An introduction to unions.  
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ED, your Workbench Screen Editor  
**An Introduction to ARexx programming**  
by Steve Fawiszewski Climbing the Towers of Hanoi.  
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Deluxe Print II, The Talking Animator, 3 digit fun, more.  
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Big resignation at CBM, & Bandito's fearless predictions.

## Volume 4 Number 3 1989

**Falcon** reviewed by Joe DiCarra  
Latest from Spectrum Holobyte's hangar  
**Warrior** reviewed by Michael Martino  
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**Carrier Command** reviewed by Lawrence Lichtmann  
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A page description language from Radical Eye software  
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A clear perspective on MicroWay's flickerFixer  
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Part I: Turbocharging the savage benchmark  
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**Double Play** by Robert D'Asto  
AmigaBASIC program yields double vision.  
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A walk through preprocessor control lines  
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Latest MicroTch, MicroEd & Mindscape  
**The Video Desk** by Larry White  
The Amiga meets Nikon Camera  
**Roomers** by The Bandito Magneto-optical disks on the horizon?... Amiga first stop for WordPerfect 6.0?

## Volume 4 Number 4 1989

**AmiExpo NY '89** by Steve Gillmor  
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by Steve Jacobs The first-ever AmiExpo art event.  
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**Tax Break** by Kim Schaffer OXXI's new tax program.  
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Four exciting Amiga games are reviewed.  
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Soft-Logik's PageStream, and more.

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—building your own stereo digitizer.  
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Helpful tips for happy jamming.  
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See how Lattice C 5.02 measures up.  
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The sounds you want for your program—in an instant!  
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David exposes this Amiga deviant for what he really is.  
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—combines paint with animation.  
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Aegis's newest rendition of sound sampling & editing.  
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by Chuck Raudonis  
New Wave's on a roll with this follow-up to Dynamic Drums.  
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Alien Syndrome and Tetris are plus more Amiga games.  
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by Michael Creeden  
Central Coast Software calls huddle over phony Qback 3.0, daVinci meets Disney with DPaint III, Blue Ribbon Bakery serves up organization, plus more.  
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Virus 3.3, an evil twin, some bickering from Nag Plus 3.0, plus.  
**Roomers** by The Bandito The Bandito stalks AmiEXPO NY, Atari/Nintendo lawsuit expands, & the Beatles get a little help from the law  
**PD Serendipity** by C.W. Flatie  
C.W. covers Fred Fish from 189-200.  
**C Notes from the C Group** by Stephen Kemp  
Formatted output functions.

## Volume 4 Number 6 1989

**New Products & Other Neat Stuff** by Michael Creeden  
Add another dimension to your Amiga with Design 3D, Escape from the abandoned planet Atrax, and more!  
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A review of NewTek's video digitizing system.  
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A look at some problems with the A2090 controller card and high-resolution & more.  
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A look at Soft-Logik's full-feature document processor.  
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How to plan your video before you go on vacation  
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**At Your Request** by John F. Weidernim  
Design your own requesters in AmigaBASIC.  
**Exploring Amiga Disk Structures** by David Martin  
A look at the heart of the Amiga: AmigaDOS. 58  
**CMI Accelerator Processor review** by Rich J. Grace  
Boost the performance of your Amiga at a low cost. 63  
**Disless Compile in C** by Chuck Raudonis Make development easy with COMPILER, a full-featured programmer's workbench.  
**(UPS), Part II** by Steve Bender Steve continues his discussion on the technical aspects and details of various types of UPS units.  
**Programming the '881 Part II** by Read Predmore  
A discussion on how to calculate Mandelbrot & Julia sets.  
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#### Volume 4 Number 8

##### AMAZING REVIEWS

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approaching hoard of European software products.

#### Volume 4 Number 8 (continued)

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Lattice C Development System

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within AmigaBASIC programs.

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#### Volume 4 Number 9

##### SPECIAL GRAPHICS AND ANIMATION

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20 21 22 23 24 25 26

### Fred

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19  
20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38

### Fish

39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 NA  
58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

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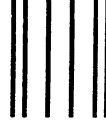
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115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133  
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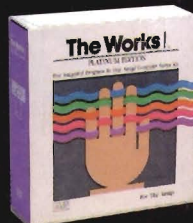
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